

DIPLOMACY WORLD



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DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657, the current Vice-President/Treasurer.

AN EDITORIAL

Recently I wrote an article in Hoosier Archives #200 in an attempt to avoid an editorial in DW on the proposed new IDA constitution. I didn't mention the Canadian question, as at the time I didn't believe in regional representation. However, some arguments by Cal White and a careful study of the Calhamer Awards (see p. 36) have convinced me that in a very valid way, the Canadians have a point. It is human nature to vote for people you know best, as the near New York sweep of the Calhamer Awards indicates and this is the first time a hobby-wide vote wasn't taken. This principle would therefore make it hard for Canadians to be fairly represented on the new Council. Of course, this didn't occur to anyone when the new constitution was written since the whole purpose was to eliminate non-productive regional offices and useless debate. I therefore support the compromise put forth by Len Lakofka that would expand the new Council to 7 members and have a Canadian and US Projects Chariman. Speaking of Len, I'd like to come to his defense. To someone that wasn't there, it's hard to communicate the mood at the IDA General Meeting, but the sentiment for a new IDA Constitution immediately was almost unanimous. You may not agree with Len's approach, but he had a clear mandate to vigorously push for a new constitution. In addition to the way IDA has drifted recently and antipathized many members, we are at a critical juncture in the hobby's history. Avalon Hill's marketing of the set and support of the hobby is already making itself felt in rapid growth (note the jump in DW circulation), and the old ways just won't work any more if the hobby is to stick together as an organized whole. We have to pull together and make IDA more efficient if it's to survive. That was the purpose of the new constitution, and as amended, let's hope it works. John Leeder also has some good ideas on federalizing IDA. The last thing we want to do is cut off our overseas brethren. Maybe in the euphoria of unanimity at Baltimore we moved too fast. Therefore, let's regroup and come up with a workable IDA (the new constitution as amended will appear in the next Diplomacy Review) and not waste time in useless recriminations.

The above will no doubt mystify the newcomers to our hobby, but in a way may serve as a good introduction. The fun in our hobby is not only the game itself, but the overall scene. So welcome to the Wonderful Wide World of Diplomacy!

A special thanks this issue goes to Richard Kovalcik for the really professional pictures he provided of DIPCON IX. We will be using photos in the future and they are invited. Contributions for next issue are due by mid-November. Publishers, don't forget your news items!

Lastly, if a red "X" appears below, this is your last issue. We hope you will resubscribe.



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GOALS OF THE OPENING GAME

by LEN LAKOFKA

The opening game is the period of time that ends when one or more of the Great Powers has two or fewer supply centers in a winter season. This can be in 1901 or 1902, but is usually in 1903-1905. During that period each major power has a goal of being on a par with the majority of countries while not being more than 2 centers behind (OR ahead) of any of them. (A blitz, in which your country is 2 or more centers ahead from opening game through middle game and concluding in end game, is possible but with good competition it is next to impossible.) You do not wish to be 2 or more centers behind because this could be too far back and you could become the target of a giant(s). If you are 2 or more centers ahead, you also become a target, this time of the smaller powers. Thus, by running with the pack, you have the best chance for later success.

Obviously a supply center total as compared to the other Great Powers is not your only goal for opening game. You also wish to achieve a tactical position that is secure and a diplomatic atmosphere that will allow you to at least stay on a par with another (others) Great Power in middle game, if not pull ahead and strive for a win. Thus, we must ask these questions: What is a sound tactical position? What alliance(s) should be formed in opening game? What diplomatic atmosphere do you wish to maintain and when should it be begun?

The last question will come first. In Winter 1900 you wish to contact EVERY power on the board with general negotiations and with specific DEFENSIVE negotiations. Aggressive negotiation is often best reserved for a second letter. The object is to secure your back door FIRST and to begin to gain a feel for the diplomatic drift and then to capitalize on and forge that drift into a direction very favorable to your country.

Let's say, for the sake of an example, that you are France. You know that your classic neutrals are Spain and Portugal. The keystone provinces about your country are Burgundy, Gascony, and Mid-Atlantic. When one or more of these places is occupied by a hostile piece, your country is in great jeopardy. The gateways to these keystone locations are Munich, Belgium and Ruhr to Burgundy; Burgundy, Marseilles, Paris and Brest to Gascony (an army); and Western Med, English Channel, Irish and North Atlantic to Mid-Atlantic. Only F Ion and A Mun present a direct Spring 1901 threat. A Ven (via Piedmont) presents a Fall 1901 threat.

Therefore, your 1900 negotiations wish to neutralize Piedmont, English Channel and (ideally) Ruhr with, of course, a promise not to attack Burgundy. These three points are made FIRST in your letters to Italy, England and Germany respectively! Don't worry about ANYTHING more than these three points. This does not mean that letters to those three powers will not say other things, but those points are paramount. In letters to Russia, Austria and Turkey you attempt to lay more DEFENSIVE groundwork. This is done in the form of feelers for mutual defense contracts. Russia versus England and/or Germany, Turkey versus Italy, and Austria versus Italy and perhaps Germany. Note that these secondary goals are given a lower priority because later negotiations might call for England's attack on Russia, and if you were committed to a mutual defense agreement versus England, you could be embarrassed.

As you will note, I have called defense your first directive, and that a defensive goal be paramount in your FIRST letter only. Subsequent negotiations may well allow for aggressive moves in 1901! Yet if you open with an aggressive policy versus any single power, you might find it backfiring on you in that very Spring 1901 move. Thus, as France you wish to gain Spain and Portugal in Fall 1901, without duress, while not giving Belgium away--the other neutral in which you have a major interest. Your goal is to create a diplomatic atmosphere in which France has been overlooked, not the target of any opening game aggression, and not necessarily the part of any major growth in the west. You wish to keep as many friends as you can in 1901-1902. You may need any and all of them before the game is over. Move slowly forward while keeping pace with any major contender(s) and also keeping a sound tactical position.

That brings us to a second question: What is a sound tactical position? A sound position is one in which NO PIECE borders on any center you now own, and no hostile piece can reach a keystone province without being stopped. (Do note that keystone provinces--which might be supply centers themselves--change as time goes on. A keystone province is one that borders on three or more supply centers that you OWN.) Therefore you wish to keep enemy and ally alike at arm's length if at all possible. If you have an ally (neutral) sitting next to one or more of your centers, you are asking to be stabbed. The object is to maneuver your enemies and allies

into positions where they can be stabbed, but where you can not.

And that brings us of course to the third question: What alliance(s) should be formed in opening game? The best alliances are ones in which your allies move away from you! The next best are ones in which you move together on a course of actions. The worst alliances are ones in which your ally(s) move toward you! In 1901-02, if you plan to attack a country between you and your ally, remember that when your forces meet, they will be next to each other. If you have a means to check your ally, fine. But why invite this trouble?

Going back to the playing of France, let's look at examples. If you and Russia attack Germany, you will meet each other head on in Germany. England then has been given the balance of power on a silver platter. England gets to decide who to ally with while you and Russia are at each other's throats. If Austria has also attacked Italy, you will have Austria at the other door! This means that you have allies on two fronts (in Germany and Italy) in a position to attack you. England can attack you (or Russia) and Turkey can attack Austria, Russia or you. Your position is poor, as is Russia's and Austria's. Turkey and England have free hands!

If, on the other hand, you ally with England and he attacks Russia with Turkey, you attack Germany with Austria, while Austria and Italy attack Turkey, you are THE country with the free hand. You have created an imbroglio

<u>Playing:</u>	<u>A</u>	<u>B</u>	<u>C</u>
Eng vs. Rus	Fra vs. Ger Aus vs. Ger	Tur vs. Rus Ger vs. Rus Aus vs. Rus	Ita vs. Fra
Eng vs. Ger	Fra vs. Ita Tur vs. Rus	Rus vs. Ger Fra vs. Ger	Ita vs. Fra Aus vs. Ger
Aus vs. Rus	Ita vs. Tur Ger vs. Eng Ger vs. Fra Ita vs. Fra	Tur vs. Rus Eng vs. Rus Ger vs. Rus	Fra vs. Ita Tur vs. Ita
Aus vs. Tur	Eng vs. Rus	Ita vs. Tur Rus vs. Tur Ger vs. Rus Rus vs. Ger	Fra vs. Ita Eng vs. Ger Fra vs. Ger
Ita vs. Aus	Rus vs. Tur Tur vs. Rus	Eng vs. Rus Ger vs. Rus	Fra vs. Ger Eng vs. Ger
Ita vs. Tur	Eng vs. Rus Fra vs. Eng	Ger vs. Eng Ger vs. Aus	Fra vs. Ger Rus vs. Aus

In each of the above, you are trying to attack an opponent while having another battle occurring where your ally is as far from you as possible. Always try to create an even fight elsewhere on the board while you and an ally gain. In middle game, the nature of your negotiations is similar, but you always try to do

with NO ONE on your doorstep except possibly Austria who will be checked by Italy and whoever survives in the east, Russia or Turkey. You still have a good ally in England, and Germany should be in very serious trouble.

The intermediate type of alliance would be you and England, e.g., against Germany. Here you and England are moving alongside of each other but not necessarily at each other. Hopefully, Russia and Italy would be fighting Austria and Turkey, while you and England eat up Germany. Note that such a plan suits you perfectly because you have done nothing to Russia, Italy, Austria or Turkey and can ally with any of them against any of them. Who could ask for more?

Thus, you could apply this same theory to any of the great powers. Seek those alliances most favorable to you NOT ONLY in opening game but with a sure eye on middle game. Middle game is irrevocably tied to opening game and playing opening game without looking into middle game is folly.

Thus, if we follow this line of logic, let's look at other major powers--some excellent alliances, some good alliances and some fair alliances. Remember that ANY alliance CAN work, but the ideal situations diminish the chances of a stab and increase the chances of a win. In the following examples (and this list is not all inclusive by any means), A indicates the excellent alliances, B indicates the good alliances, while C indicates the fair alliances.

better than your ally in this case.

If, going back to your first letter, you forget the goals of the opening (with middle game constantly in mind), you may well be wiped out early. Gain a foothold, build a firm foundation and keep ally and enemy away from you. If you do all of these things, you might even win!

THE SIGNIFICANCE OF TACTICAL COMPETENCE

by GARY BEHNEN

Throughout the hobby it is a common concept that the prominent emphasis should be bestowed upon your diplomatic endeavors. Admittedly, this is correct. However, competent tactical execution is irrefutably expedient to a "winner's" strategem.

Numerous articles on play have frequently exemplified the eminence of diplomacy over tactics in singular significance. Inadvertently, these articles have exaggerated the premise that participants in Diplomacy condone the deterioration of competent tactical performance.

Logically, once a player secures his colleagues' trust and cooperation, he desires to transpose their strategy into a tangible tactical form. Obviously, they fancy the most accelerated means to their ends.

The maximum utilization of the minimum force is the dogma of every efficient tactician. This theory is easily applicable to Diplomacy. Invariably, players commandeer their forces inconsequently, thereby eradicating even the most brilliant diplomatic exhibition. When these tactics are employed by an indigent tactician, the justification is repeatedly cautious play.

The foremost folly of cautious play must be the "hold" order. For the infinitesimal quantity of competent use, it is vastly exercised. There are numerous applications that are all markedly superior.

Should a unit be holding for lack of application, it may be employed to cut a support. For example, the Germans have armies in Holland and Munich, the French an army in Ruhr, and the English a fleet in Belgium. If the Germans attack Ruhr and use Holland as support, it may be cut by ordering F Bel-Hol, thereby permitting French Army Ruhr to retain its position. My examples will be gross simplifications as they adequately convey my intent.

You may decide to attempt a stupendous tactical ploy, the intentional stand-off. I refer to the preceding example; however, Army Holland is now positioned in Kiel. Should you order F Bel to Hol in conjunction with A Kie-Hol, the result amounts to retaining all economic centers as the army in Ruhr can not slip in behind you nor can he conquer Holland for lack of force. Additionally, it permits you to maintain your present position instead of forcing you into a less advantageous location.

Even if you are beset with isolation, you

can still interfere with your opposition's appropriation. By striking out into a province, you may suppress an attempt to attain this province and consequently detain your aggressor.

If indeed your unit must retain its present province, then instead of sitting idly, you can use it for supporting actions. For example, if we had a French army in Belgium and a fleet in the North Sea opposing a Germany army in Kiel, you may support F Nth-Hol, thereby allowing you to conquer Holland where otherwise you would have been stood-off.

Another application would be to promote goodwill through support. Again, I allude to the Belgian sector; however, the nationality of the fleet is altered to that of the English. By ordering A Bel S GA Kie-Hol you would not only obtain German appreciation, but you may lay a foundation for diplomatic negotiations that were previously refused or neglected.

Finally, you can employ your unit to disrupt or interfere with a stand-off. I again allude to the Belgian sector, example two. Should the enemy order F Nth-Hol in unison with A Kie-Hol, by supporting one or the other, you will open one of the provinces and/or alter economic center ownership, thereby forcing a disbandment.

Another aspect of cautious play is its totally inefficient manipulation of forces, best exemplified by the massive support of one assault, where an efficiently executed thrust would have obtained strategical instead of tactical success.

Usually cautious play is associated with the idea that diplomatic prowess overcomes tactical incompetence. This ideology frequently results in a stab and the player becomes angered. Actually, the fallible play rests on the stabbed party however, armed with his warped ideology so that he is blind to his own fault.

There are those who advocate that cautious play and its associated ideology can surmount all tactical obstacles. If anyone is contemplating this self-deception, you should realize that it repeatedly results in stab and/or stalemate positions.

In this article, I aspired to enlighten players to the significance of competent tactical execution. Habitually, the emphasis is so disproportionately allocated that the necessity of diplomatic and tactical coordination are either neglected or ignored.

HOW TO WIN AS AUSTRIA-HUNGARY OR, MISSION IMPROBABLE

by ADAM GRUEN

From a purely tactical point of view, Austria-Hungary (hereafter referred to as "Austria") is a tough country to play. Surrounded by Italy, Turkey, Russia and Germany, it seems terribly vulnerable to an early stab. This is sometimes the case, but an experienced Austrian player can talk, threaten, convince, plead and double-cross until he is too strong to get eliminated quickly. The same central position which makes Austria vulnerable offers it its greatest advantage, for with a safe back, it can concentrate armies and navies quickly and defeat a more dispersed enemy. How to achieve this blissful solution will be the main subject of this article.

A non-aggression pact with Germany is first on a long list of priorities. This is so because it is the easiest to obtain. Germany likes to sit on the fence between England and France, and a war with Austria generally ruins everything. In a sense, Germany and Austria go well together (they did in the war, anyway), since both must take and keep initiative to survive. Assuming Bohemia as a safe buffer zone (this concept is used a great deal in Diplomacy. A buffer zone is a province which is a no-man's land, i.e., no player may enter that zone without effecting a state of war with the other player), this theater is quiet. If the Austrian player feels uneasy about Germany or suspects an early stab, he should try to get France and England to ally and attack Germany early. This will in part tie up Russia in defense/attack of Germany, and leaves one free to deal with Italy/Turkey.

The next assignment is a tough one. Italy is the only country on the board who owns a supply center that borders directly on one of Austria's supply centers. Neither the presence of A Ven nor F Tri will make either one of you happy. The key to this situation therefore is de-escalation. Unless one is absolutely sure that both Russia AND Turkey are one's hard and fast allies (not likely), one should not get involved in an early war with Italy. Notice that I wrote "early war." Stabbing Italy is fine later on (see the latter part of this article). At any rate S01 is not the time for festivities, despite that alluring black dot of Venice. My favorite move is F Tri to Alb. This sets up a chance

for Greece, yet keeps the fleet close enough so that in case of a stab, retaliation can be swift and sure.

Suppose, however, Italy decides that the black dot of Trieste is even more alluring. Despite all efforts to avoid conflict, one will find that there are sufficient jackasses in this world to supply an unlimited number of happy stabbing Italian players. Should this happen, a Russo-Turkish war is absolutely vital. With it, both powers will be occupied with each other and attempt to get one's favor. Without it, scratch one Hapsburg dynasty.

Assuming only Italy decided to attack, however, the Austrian counter-moves are based on the initial S01 moves. Let us assume that the Italian moves were A Ven-Tyr, A Rom-Ven, F Nap-Ion. This is the indirect approach, allowing for a 2-1 on Trieste next turn. One should note, however, that this opening usually works only with Russian help (i.e., A War-Gal), since Austria will most likely have F Alb and A Ser for F01. The key to the whole thing is where A Vie went originally. If it went to Galicia and Russia did not move there, the whole thing's gone down the drain, for F Alb must go back to TRI supported by Serbia, and the Italian will either leap for Vienna or attack Trieste. Either way, Greece is lost. On the other hand, if A Vie held or moved to Trieste, then there is no problem (unless Russia did move to Galicia! Aggh!). If the Italians moved A Ven-Tri and A Rom-Ven, and Austrian A Vie-Gal succeeded, F Alb should go for Greece because Trieste is lost anyway.

Actually, the Italian has little to gain from a direct attack against Austria so early, so that it is somewhat rare. It is up to the Austrian to convince Italy that a Lepanto (anti-Turkish) or Marseilles Blitz (anti-French) is much more fruitful than the dance in Tyrolia or whatever. The better the Italian player, the tougher/easier this strategy becomes. That last cryptic sentence is actually easy to explain--an experienced player will either see the pointlessness of attacking Austria early, or else be unmovable in his/her distrust of Austria.

For the sake of argument and one's sanity, let us assume that Italy has played either the Lepanto or Marseilles game. This leaves one

free to deal with Turkey and/or Russia. (Incidentally, one should always keep one's guard up against the always-possible delayed Italian stab, i.e., Lepanto in S01 and then F Ion-Gre (or F Ion C A Apu-Gre), A Apu-Ven, and A Ven-Tri). The next step is known as "sitting on the fence."

Turkey and Russia can be natural enemies. In most cases, Turkey will attack Russia anyway within one year. If you, as the Austrian player, feel that Russia and Turkey might be allying together, by all means lay a smoke-screen barrage of letters, promises, threats, etc., on both of them in order to start a war. For example, write Russia and expose Turkey's letter of offered alliance to you (there is usually one in the beginning of every game). This will get Russia suspicious of Turkey. Then write Turkey and expose Russia's letter to you offering an Austro-Russian alliance. This will get Turkey incensed. If everything goes according to plan, both of them will move to Black Sea and the fun begins. This strategy is always harder to work on experienced players who will see the importance of getting a few Blakan centers early. Be careful that your letters to both Turkey and Russia are mild and uncommittal--this will alleviate any problems later in the game, or at least keep suspicion of you to a minimum.

Let us assume it is Spring 1901, a fair assumption. You have moved in a fairly standard fashion, i.e., A Bud-Ser, F Tri-Alb, A Vie-Tri. Suppose Italy has opted for a Lepanto opening (A Ven H, A Rom-Apu, F Nap-Ion). Things could get sticky here. If Russia and Turkey dance in the Black Sea in S01, then you are assured Serbia and possibly Greece. Certainly, the threat of a Lepanto by Italy to Turkey would force him to give you Greece (by not moving A Bul-Gre) in return for an alliance. Russia, of course, is likely to get Rumania--unless you are one of those adventurous souls who would move A Vie-Bud on S01. It is difficult to flesh out ALL the possibilities here, but my general word of advice is to take opportunities when they present themselves. I prefer Austro-Turkish alliances because they are easier to maintain than Austro-Russian alliances.

This article has covered only the openings, with moves for S01 summarized following. There is still (gasp!) the middle game, and of course the end game.

ANTI-ITALIAN OPENING

Plan A: F Tri-Adr, A Vie-Tyr, A Bud-Tri
Plan B: F Tri H, A Vie-Tyr, A Bud-Ser
Plan C: F Tri-Alb, A Vie-Tyr, A Bud-Tri

ANTI-RUSSIAN OPENING

Plan D: F Tri-Alb, A Vie-Gal, A Bud-Rum
Plan E: F Tri-Alb, A Vie-Gal, A Bud-Ser
Plan F: F Tri-Alb, A Vie-Gal, A Bud S A Vie-Gal

ANTI-RUSSO-ITALIAN OPENING

Plan G: F Tri H, A Vie-Gal, A Bud-Ser
Plan H: Resign

ANTI-TURKISH OPENING

Plan I: F Tri-Alb, A Vie-Bud, A Bud-Ser

ANTI-RUSSO-TURKISH OPENING

Plan D
Plan E
Plan H

ANTI-TURKISH-ITALIAN OPENING

Plan M: A Vie-Tri, F Tri-Alb, A Bud-Ser
Plan H

ANTI-TURKISH-RUSSO-ITALIAN OPENING

Plan H

ANTI-NOBODY-IN-PARTICULAR OPENING

Plan P: F Tri-Alb, A Bud-Ser, A Vie H
Plan Q: F Tri H, A Bud-Ser, A Vie-Bud
Plan X: All units hold

The middle game is really where the meat of Diplomacy is. Here we witness the classic stabs and the classic alliances, the dearth of press releases and the death of countries. This is, quite literally, where Austria is made or broken. In chess, one cannot set up a situation and call it "the middle game." However, there are certain axioms of the middle game in chess which are followed: open up one's ranks, keep one's king safe, etc., etc. So, too, are there certain things to watch for in Diplomacy. As in chess, in Diplomacy, one must keep safe and watch out for mistakes on one's opponent's part.

The Balkans offer a nice group of centers--Ser, Gre, Bul, Rum--but very rarely does the Austrian player get them all quickly. A good idea is to take as many as possible and then bargain with your allies for the rest, promising them most of the centers of your enemies (you conveniently leave out the fact that you don't OWN those centers yet. This is precisely what the Allies did to Italy in WWI: they promised more of Austria to Italy than Germany promised of Italy to Austria).

If the Austrian player is wise, he will attempt to offer as much of Russia as possible to Turkey, in return for Bulgaria and Rumania. If the Russian is unwilling to part with Rumania (assuming that he is winning, of course) after Austria has offered all of Turkey in return for Bulgaria and Rumania, the Austrian should attempt to take Constantinople and use that as a bargaining lever. This center is doubly important to Russia as it allows Russian fleets to exit from the Black Sea and surrounding area. Generally, if the Austrian has an Italian alliance, he should be up to 7 or even 8 centers by S04 at the latest.

No Italian alliance is another problem altogether. French intervention is a must here--the Italians will crumble under very little pressure. In case of an Italian-

Austrian war, S01 or maybe S02 usually brings deadlock. However, it is often the case that Italy receives one less build than Austria. This means that Austria will eventually triumph over Italy unless (a) the Austrian player misses a move, (b) there is harmony between Russia and Turkey, or (c) France decides to intervene but on the Italian side. Should any one of these things happen, you are in big trouble.

The problem of Italy is never really solved. Sooner or later, Austria will have to stab Italy in order to win. A word on how I play, which you may agree or disagree with: play to win. Draws, although usually unavoidable, are a waste of time, energy and money. Besides, winning is very satisfying. I would like to think that Austria could stab Italy and take its centers, plus Tunis. If possible, Austria should avoid friction with Turkey until the last possible moment. If Turkey expands through Russia, as is usually the case, Austria may expand through Italy, taking the above mentioned centers and reaching for the French centers of Marseilles, Portugal and Spain. Conversely, if France is strong and Germany is weak, then Austria should expand through Munich, Berlin and Kiel.

An Austro-Russian alliance is often strong in the middle game, since it must have survived so long and neither player wishes to stab the other. If you have a Russian ally who has gotten himself tangled up in an English-French-German alliance, hit Italy first and then stab Russia. 18 centers is a great deal of centers, but it is not impossible to reach. Just look at all the Austrians that have won since the game came out!

The end game is often a matter of one to three centers. If a player finds himself expanding too fast, he will notice that his enemies are slowly allying against him (even his "allies"). To avoid this, pick what you believe to be a loyal ally (a rare thing in Diplomacy) and stick with him until you're up to around 14 centers. Then stab away because with enough speed and thought you can grab those 4 extra centers from him to win. An excellent technique to use here is to promise a weak ally, of two-three unit strength, a "piece of the action" (i.e., survival) and then play him off for as long as possible. "Defend" his homeland, worm your way into his position, and then, when you think the time is ripe, make an agreement with your other big enemy (usually France, England or Turkey, and almost always around 10-12 centers) and stab your ally mercilessly. An appropriate end to this rather lengthy article might be W. C. Field's celebrated quote, "Never give a sucker an even break." Or even a supply center.

Next time: Part Two--England, or The Dancing Sword.

NEWS FROM BRIXTON

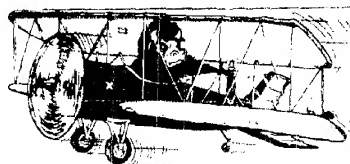
by PETE BIRKS

The NGC annual elections resulted in Nick Palmer defeating Dave Allen in the contest for General Secretary, and Graham Mills being chosen as Membership Secretary in preference to Hans Swift. These were the only two contested posts. Nick Morris takes over as Variants Secretary, Greg Hawes as Regular Game Assigner, while many old stalwarts carry on in the other games fields. Richard Sharp, as usual, has managed to retain some place on the Committee--this time in the guise of editor of the House zine, Dolchstoss. (For those uninitiated into what happens on this small island, the NGC is the National Games Club, and gains its Diplomacy-playing members (a majority, if a decreasing one, of its "new blood") from the flyer in the British edition of Diplomacy.)

It appears as if Philmar will continue to produce Diplomacy in Britain, but the fact that the AH Kingmaker sets are now on sale here (alongside, and twice the price of the English-produced version) perhaps means some AH Diplomacy sets will find their way over here.

New zines in the shape of Caissa (Norman Williams, 135 St. Albans Road, Barnet, Herts, EN5 4LD, UK) and Leviathan (Clive Wardley, 30 Blagdon Road, Lewisham, London, SE13 7HH, UK) are looking promising, and Paul Willey (7 Shirley Ave., Hove, Sussex, BN2 6UN, UK) is making Eclipsor, previously carbon copy, into a full-fledged zine (think, is a baby zine a zinelings? Just a thought.....).

The famed John Piggott is seriously considering the restarting of Ethil the Frog, a zine that folded with issue 46 back in Febru-



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ary of 1974, when John was coming up for his final degree at Cambridge. After a year at the helm of the NGC, producing Victor Ludorum, John must be looking forward to the thought of producing a fanzine of the old style.

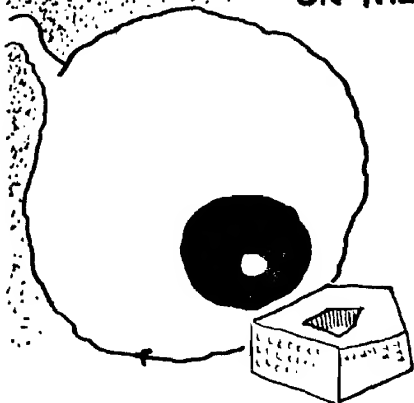
The Dolchstoss Player Poll and Mick Bullock's Top O' the Pile (the latter a bi-annual genzine devoted to combining all rating systems to give one "rating" for all British games, available from Mick at 14 Nursery Ave., Halifax, West Yorks, for a nominal sum) give a fair deal of unanimity on who are the "good" players in Britian. You are warned to watch out for the likes of Dave Johnson, Andy Holborn and Tony Ball, should they ever try to plant themselves in the American scene!

Britain awaits with baited breath the arrival of Lew Pulsipher (well, someone mentioned it in an offhand manner the other day) to study for a doctorate on something to do with World War I Aviation in the Royal Navy. How fascinating. (As afficianados will know, my doctorate is absolutely fascinating--a biography of Vicky, cartoonist from 1936 to 1966 for numerous British newspapers. If, among my multitudinous fanmail, anyone would care to send me samples of American cartoonists, especially Oliphaunt and imitators, I would be most grateful.)

Well, that seems to wind it all up. If anything else happens over here, I'll let you know--I think I've got your number.....

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HOW'M I DOING?

by ALLAN B. CALHAMER

Suppose you're playing Germany, have six centers at the end of 1902, still six at the end of 1903, and again at the end of 1904. Although you can weigh your chances based on the whole position and the way the diplomacy is going, you might begin to wonder whether, compared to past results, you are growing as fast as Germany has grown in its successful games. Were you, possibly, ahead of the game at the end of 1902, but behind by the end of 1904? Does Germany really need one more unit than France? Two more? Three? Who else on the board is ahead of the game, and who behind?

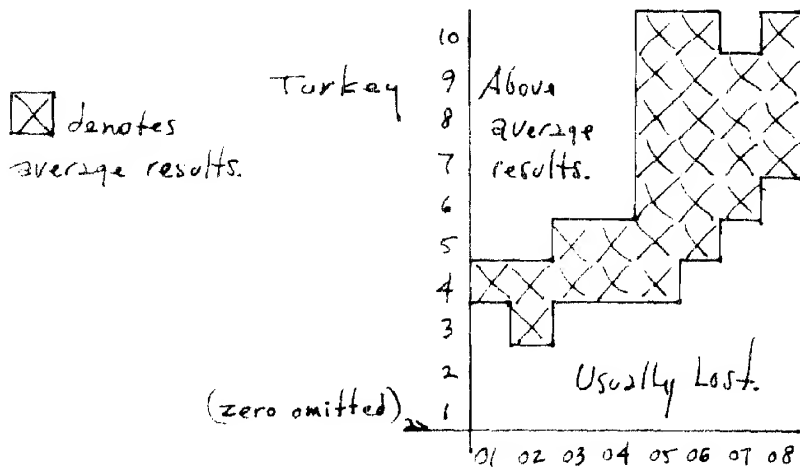
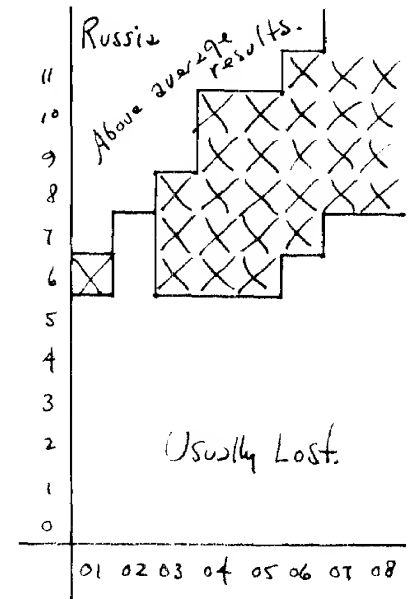
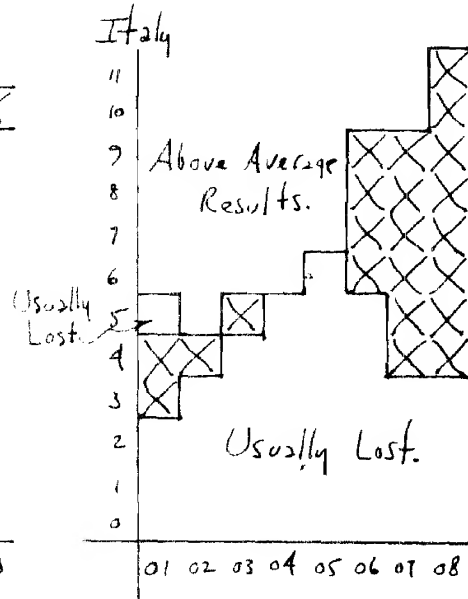
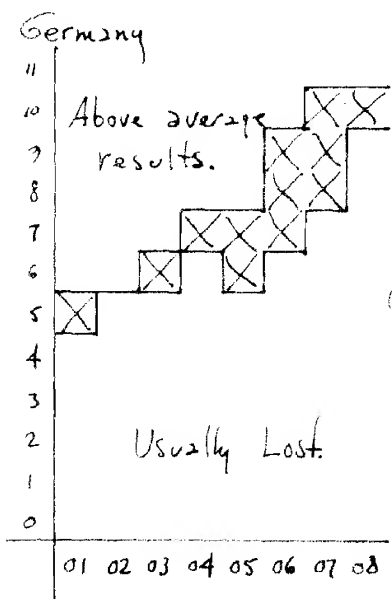
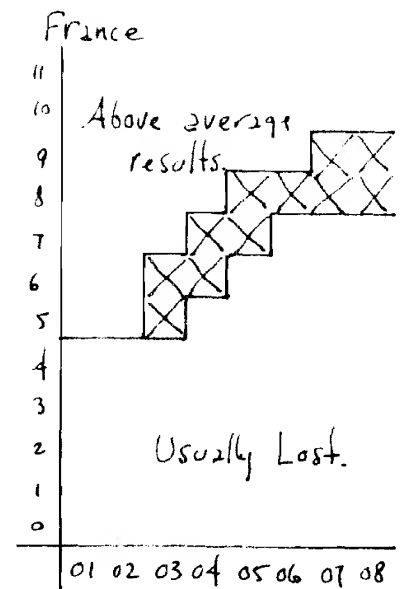
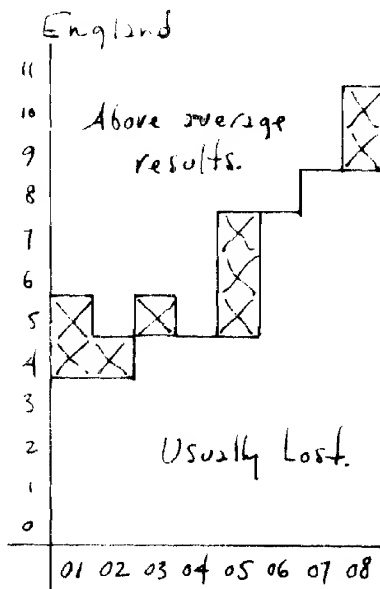
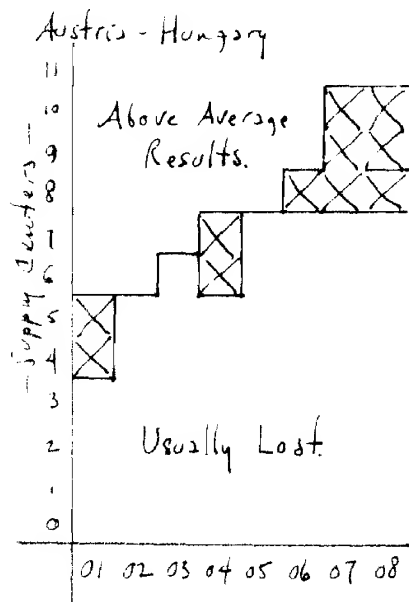
To deal with this type of question, I examined center-year diagrams from 43 postal games, most of them begun in 1971 and 1972. The general tenor of the center-year diagrams looked fairly typical to me (unlike some of the earliest postal games), but I did no selection, taking simply the games that I first unearthed at the time I started the project. One possible statistical weakness was that Russia seemed to win an unusually low number of these games.

For each country, I determined how many times each supply center total was achieved by the end of each year, and how many Calhamer Points were subsequently won by that country in those games. The average then was computed, of Calhamer Points per game, for each country, year and center total. This job was easier than it sounds, due to hitting upon a good method of aggregating the information.

After smoothing the charts a little by eye and judgment, I concluded that the averages fell into three classes: average results, which are close to the overall average of 1/7 point per game; above-average results, usually running from about 1/4 point per game up; and "usually lost," which area was overwhelmingly covered with zeros, but contained scattered averages up as high as about .08.

The seven graphs attached give the story. A few curious results can be explained by the small sample size, plus my reluctance to do too much smoothing for fear of injecting some prediction of my own. Where Italy is "usually lost" at (1901, 5) but gets average results at (1901, 4) or even (1901, 3), this curiosity is due to the fact that every time Italy arrived at (1901, 5), he did it by stabbing Austria-Hungary and he lost all five times.

Of course, theoretically, it would be possible to do badly by expanding too fast, thus building up too much opposition. The figures,



Data base is 43
postal games begun
chiefly in 1971 and 1972.

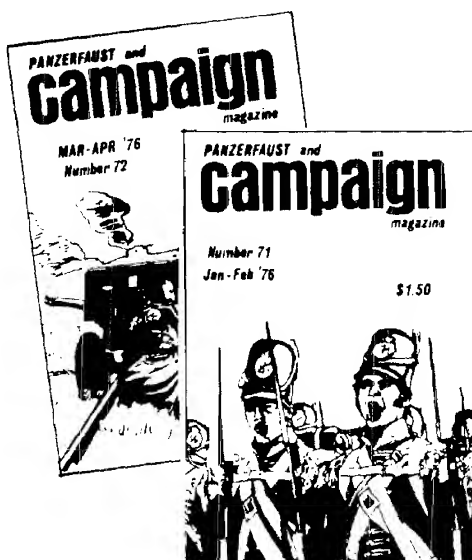
however, do not indicate any such disadvantage in a fast buildup, except in the case of Italy building up to (1901, 5). As for Germany at six centers, a glance at the graph shows that Germany got above average results from that position at the end of 1902, average results from the end of 1903, and usually lost if he found himself with six centers at the end of 1904. This last is not as bad as it sounds, because he registered average results after passing through (1905, 6); but after that, the graph begins its inexorable climb.

Measuring the relative strength of the countries seems to work best at the end of 1902. Here we find Germany needed six to be out of the usually lost category, France need five, England needed four, but crossed over only into "average," not "above average,"--call it about four and a half. Austria-Hungary needed six to beat defeat; Turkey only three (he draws enough games with three). The Russian graph is a little irregular but suggests that six might normally beat the "usually lost" label; Italy needs only four.

One more thing: if you find yourself in the "usually lost" category in any of your games, don't throw up your hands. I suggest you consider this classification as more nearly a signal to devote your efforts to building up an alliance of weak players, strong enough to defend itself like a single strong power. If the strongest powers are apparently not going to fight each other, then you may want to add up weak powers until you have a majority of the centers, and turn them as a group against the strong powers. This thing is hard to do, but can be a lot of fun because of the heroic character of the task. Remember the boy with his finger in the dike.

If the biggest powers are likely to fight each other, then you may need to consolidate only enough small powers to make up perhaps one third or one quarter of the total.

SUPERNOVA! is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONIGLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard card number and expiration date.)



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DIPCON IX - ORIGINS II

by LEN LAKOFKA

This should have been an uneventful trip. I went out to Baltimore to enjoy the convention. I found the trip to and from the place and the nights between convention events to be the most enjoyable. Alas.

By Wednesday afternoon I had everything packed. I raced home to await the arrival of Swies the Pooh and the mighty Pitschoid in his trusty Pitschmobile--which is really a recyclable 1962 (3, 4?) Oldsmobile 88 that has gotten about 66 damage points so far. They arrived about 5 PM and we began our journey to Lebanon, the first leg in our trek to Baltimore. I had brought my set of Dungeons & Dragons along so that we could have something to do that night at Walt's. I designed a low level Dungeon so that I might get the hang of it. As we drove, I told the Pooh what I had done and he suggested that we try to play it as we drove.

What a novel idea, I thought. I diced for their 6 characters (3 each) and we began. I had played for about 1½ hours and nailed two of them so far when they ended up against a (weak) troll. "The troll missed you," I cried--appropriate shrieks from Pitsch and Swies. "You killed the troll!" and no sooner had I said it than its mate attacked the Pitschmobile, destroying its left rear tire! Don brought the car to a safe halt, which was pretty good considering the shrieks of the tiny Pooh in the front seat. We repaired the tire and I took two damage points as the damn wrench slipped, ouch! We reached Walt's after only getting lost once and after getting them out of the dungeon with only one more man killed.

There sat Walt and Lew Pulsipher and Pat Walker. Pulsipher, I groaned. We quickly insulted each other a few quick times and had a few beers. Lew is quite mellow if you have had a few beers. Walt got out the Scotch and proceeded to bottom out the 1/5th. Lush, I mumbled as I stumbled into the corner and fell asleep. The next morning I awoke with a back ache you would not believe. I immediately took a quick shower and started to design a new dungeon--this was 5:30 AM, I might add. About 7 AM everyone else was up and I was attacked by Walt's children. I took 4 more damage points!

Walt was going to drive in with Lew and Pat while Don, the Pooh and I were going to try to make Baltimore in one night--groan. We stopped at the local Sears to get a new tire and while there (and in the second dungeon), the Pitschoid's and the Pooh's men all got split up when they stumbled into a teleporter.

"What's this?" asked the Pooh as he vanished. Don went in to get the tire taken care of and the Pooh commanded one of the three parties that had been split up. "Let Don's guys lead!" laughed the Pooh. "You come to a corridor which is torch lit to the left; there is no light to the right." "Don's man leads and goes toward the torch light." I cast a die. "Don's man gets down the corridor, but your man gets an arrow in his back--he's dead! Cackle!"

During the day, I teleported their little group all over creation, killing 4 out of 8 in the first dungeon and 3 out of 8 (I must be slipping) in the second after lunch at a Rustler in Ohio. We ended up in Maryland about 11 PM and collapsed at the local Holiday Inn. While Don and I went for some beer, the Pooh took a shower--God knows he needed it! We got back in a few minutes and began to play Feudal. We killed off Swies quickly and then played it out--accomplishing nothing, other than killing three six packs. Don won, really. He got a bed to himself. My 14 hit die snore quickly got me a bed to myself also! I got up at 7 AM and designed another dungeon. The last leg was easy enough and we got into Baltimore about 1 PM. We found the heart of the Baltimore ghetto on the road in and we thought sure we would be attacked--if only Swies the Pooh could have stopped making those pig-like noises.

We arrived in beautiful downtown Baltimore to the realization we did not know where THE convention Holiday Inn was. So we went to the campus to look around. The first person I saw was Gary Gygax, obviously, he said something about having to go into a basement and we went on. After a few minutes we ran into Edi Birsan, Walt Buchanan, Stan Wrobel, et. al. Alas, I ran into Robert Sacks, whom I had never met before. I actually asked to talk to Sacks about a few things. I was bored to death and buried somewhere in Baltimore National Cemetary.

After a classic mix-up at the hotel we got settled and had dinner. That night we went up to Edi's room to play King Maker with Wrobel, Rocamora, Birsan, McIlvaine, et. al. McIlvaine got to be a puppet in that game, too. I went out of the room for about 20 minutes to find my chief character had been killed by plague in Yorkshire and was now out to sea! What a lousy game!

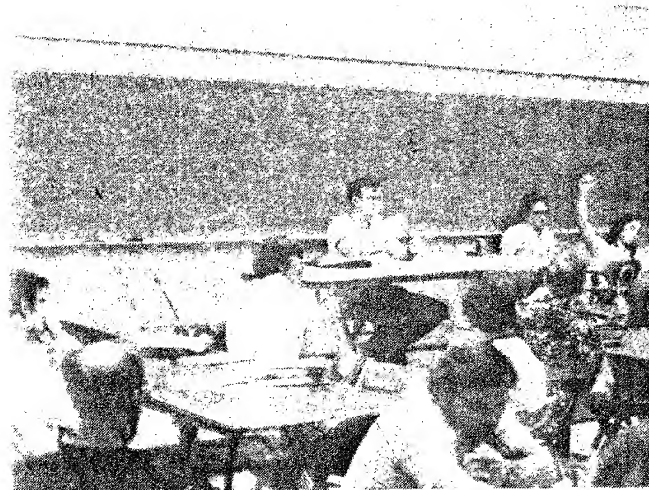
The next day we began to play Diplomacy! I was in the same game with Richard Kovalcik--a likeable fellow, but he does have his priorities a bit mixed up. Anyway, I did fairly



Doug Beyerlein, the Boardman Number Custodian, talks about the Boardman Numbers at the Seminar.



Len Lakofka, ex-IDA Acting President & well-known political football, in a characteristic pose.



Len Lakofka chairs IDA General Meeting. Next are Steve Tihor & Ben Grossman ("saluting").



Robert Lipton & John Boyer, who many feel are the best publishers in the hobby, compare notes.



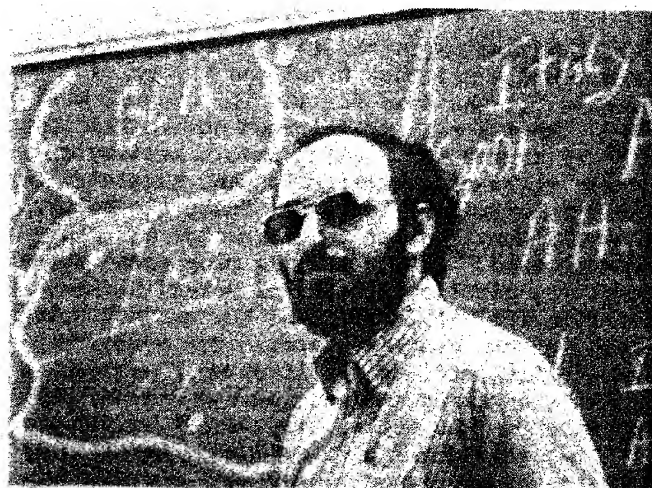
John Boardman, inventor of postal Dippy, tells about the early days at the Diplomacy Seminar.



Ray Heuer ("Ah, yes"), Marie Beyerlein ("Oh, no"), Doug Beyerlein ("Quite elementary, my dear")



Champions converse. Mike Rocamora, 1974 tourney winner, talks to Walter Blank, co-winner in 1975.



Edi Birsan, alias "BirSauron" & inventor of Le-panto Opening, discusses strategy at the Seminar.



Lew Pulsipher, well-known variant proponent, expounds on his ideas for a new IDA Constitution.



IDA General Meeting. Do you see Pat Walker, Roger Oliver, Fred Davis, Nina Pawlak, Brad Hessel?



Cal White listens to Bob Lipton expounding while Robert Sacks readies to attack in the background.



Walt Buchanan explains at the Seminar how he became deranged enough to build the Dippy Archives!

well, advancing to the third board in the second round. Saturday night was the chief event. It was time for the IDA general meeting. What a pain that turned out to be!

I turned the meeting into a Meeting of Whole right at the beginning and suggested we form an agenda of topics to "help the hobby." The IDA Constitution was suggested and everyone groaned. As the meeting progressed--even over the constant protest of Robert Sacks--we came to the conclusion that IDA was not doing much for the average member. The membership was falling off, no one liked DR, the Council was debating and not legislating anything of value to the membership, etc.

At this point, Lew said that he had an outline of a document based upon his work with MOW and he gave it to us. Remarkably, everyone seemed to agree with the outline! I asked for votes on specific topics, such as size of the new council, terms of office, duties, etc. The vote was unanimous or almost unanimous on every point. We then decided to write the thing right then and there. We elected a three-man committee to draft a document and a letter to the hobby to be signed before we all left. This was also agreed to unanimously! We did not say that we would or would not mail it out at once. That specific topic did not come up at the meeting.

The next day, we (Walt Buchanan--who really approved more than wrote, Lew Pulsipher--who did about 70% of it, and I got down to producing a draft. Again we were leached on to by Sacks! Once we had written the basic document, we got Roger Oliver and Bob Lipton to proof the final document and make additional suggestions.

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By this time (about 4:30 PM) people were leaving in droves. Thus we had to decide what to do. If we threw this out to the Council, we envisioned months going by before the thing would even get voted on. So we decided to send it out at once. As you may know, that has produced some opposition. What we did was NOT wholly legal--obviously. We were revolting against the old unworkable document. The old Council, for the most part, has been the most vocal. They feel that they have been raped without benefit of consent.

We have tried on two major compromises. One with New York and one with Canada. The Canadian compromise calls for an increase of the council to 7 members (one Canadian and one USA to handle specific projects such as novice games, census, etc.) but each of them will be a working member of the Council. With New York we have agreed to hold up the election(s) for one month to debate the document. I fear this might lead to trouble but anything to try to make something out of the IDA. We have had one out of 23 members resubscribe for August and this September we've had 10 already.

I have already been called unfit and accused of producing a piece of filthy trash by one articulate publisher while others, such as Rod Walker, Fred Davis and John Boyer have applauded the effort. It is my opinion that unless the document is put into force, the IDA will collapse in 1977. If this delay accomplishes this, I will be able to say I told you so and we will not have a hobby.

Meanwhile, back at the convention--remember the convention? We drove back on Sunday with Walt Buchanan. One of the few real joys of the trip came on that ride! Walt had just been given a new Diplomacy set by Avalon Hill's Tom Shaw. He was treasuring it like a new mother. "Let me see it!" I asked. "Be very careful with it, this is the Archives copy!" said Walt solemnly. I reverently took the box, having cleaned my hands with a Wipe & Dipe first and looked inside. I then took a French Army and said, "Look, Walt!" and I threw it out the window of the car! Walt died and we buried him somewhere in southern Pennsylvania.

On the final leg, after we dropped off Walt's luggage to Carol (who seemed happy that the archives would not get any bigger), we drove back to Chicago. During the trip we created an object for our next dungeon. They were called Bobby Socks. When put on a character, it loses all charisma, repulses any of intelligence 4 or higher as with a ring of fear, and gains a 4 hit die cackle.

But enough of Baltimore--I enjoyed GenCon a lot more, But Walt won't let me tell you about it! There were NO fights in Lake Geneva. It was just fun! Isn't that what a convention is supposed to be??

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VARIANT INFORMATION

by LEW PULSIPHER

I am going to London for an extended period for dissertation research. During that time I will be unable to do the Variant Information and Description columns for DW. I have been looking for a successor, with agreement from Walt that if I could find no capable and willing person, the two columns would be dropped rather than placed in incompetent hands. Dick Vedder had agreed to take the job but then was forced by personal requirements to bow out of the hobby. Happily, John Leeder has agreed to take the load, and will do the two columns beginning next issue, as Variant Scene editor (or something like that). I will continue as Variant Design editor, since I can do the material before I leave, or use British resources. I hope we can reprint some of the better British-designed variants in DW. I urge everyone to cooperate with John and send him variant news and maps/rules at 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V 3G3.

I have information to add to "A Look at Variant Fandom" which was written in April but squeezed out of last issue. First, Steve Doubleday has resigned as Assistant Miller Number Custodian, replaced by Jeremy Maiden. Also, Hartley Patterson has withdrawn from Diplomacy fandom in favor of SF&F game fandom. Finally, the meetings at DipCon IX have led to several changes. Fred Davis, Jr. has resigned from DVC, and has called for the removal of Robert Sacks as MNC on the grounds that he is not mentally or morally qualified. Raymond Heuer is Acting Secretary (chairman) of DVC, but this has not resulted in any change. Heuer is Sacks' left-hand man and #1 yes-man. The universal opprobrium Sacks met at the DipCon was amazing. It is clear that Sacks has no support in the hobby beyond Heuer and one or two others. His shenanigans with the MNC subsidy have been described in my earlier article. Anyone present at the IDA General Meeting knows of Sacks' childish and offensive behavior there. If it was not clear before, it is clear now that Sacks stands alone against the hobby, and I consequently support Fred Davis' initiative.

I urge that the IDA withdraw its MNC subsidy immediately and ask Sacks to resign; if he will not, then I recommend that the IDA Council assign a new MNC, either directly or through a committee of variant enthusiasts. I have previously expressed my view that there are several variant jobs more important than the MNCship, and I hope the people filling those jobs will stay with them rather than becoming MNC. If necessary, the MNC post should be left vacant until a qualified per-

son volunteers. Neither Fred nor I have any interest in the job, nor do I intend to take any part in choosing a successor. At present, Fred has decided to obtain MN's for his games from Jeremy Maiden and I recommend this course to all.

Some people will balk at the idea that the IDA Council should be able to appoint the MNC. There are several methods of appointing a new MNC if the old one is unwilling or incapable of doing so. These are a hobby-wide vote, a vote of the IDA Council, or a vote of a recognized hobby-wide variant organization. The first method involves a great deal of work without commensurate returns. Let's face it--most people don't care much about who the Boardman Number Custodian is, much less the MNC. The third method might be best, but there is no such organization at present. The DVC is almost entirely New York oriented, and is not supported by the hobby. On the other hand, the IDA supports the MNC financially. With such support inevitably comes a modicum of influence, if not control. Moreover, some of us at the DipCon found out how much the hobby may be hurt because it cannot present a united front to the manufacturer, Avalon Hill. The IDA is the only group that has any potential to provide the united, coordinating institution we need. Under the circumstances, and especially now that IDA has been streamlined in a reorganization, there is a strong case for IDA control of the MNC when the MNC exhibits gross inability to serve, as Sacks has.

Changing the subject to more pleasant things, the Variant Design Competition did not work out well because of uncertainties in my own schedule. The announcement was not well circulated, and not enough time was given for people to come up with tested designs. Nonetheless, I received enough entries to declare a winner in the Simple Variant category, Trevor Baille's DND DIPLOMACY. This and other entries will be in future issues of DW.

Final note: orders for the SF&F Variant Package should be sent henceforth to Jim Pulsipher, 423 N. Main St., Bellevue, MI 49021. Expect a slight delay, because the order will have to be forwarded. Cost is still \$2.25. A description is in DW, Vol. II, No. 4.

Some of you may recall that I once attempted to establish a variant playtesting service on a formal basis, through DW. I was unsuccessful, though an informal network has existed since then, and I am still willing to help out anyone. But a variant playtesting service has now been established on a formal basis, with the advantage that a large group

of players willing to try new variants backs up the coordinator, Ferkin Doyle, 639 Bainbridge, Philadelphia, PA 19147. If you have a variant that you've worked into reasonable shape but want playtested thoroughly, write to Ferkin and see what can be worked out. Even the most experienced variant designers benefit from outside help, and for a novice, help is indispensable. Anyone in the Philly area willing to help out should write Ferkin.

VARIANT DESIGN

CONQUEST OF THE LAND

by Scott Rich

1. The 1971 Rules of Diplomacy are used except where modified.

2. Each player commands a species (Crab, Lizard, Lungfish, Salamander, Snake, Toad, Turtle, and optionally, Worm); such a species is the same as a major country in Diplomacy.

3. A full game year consists of three move seasons: spring, summer, fall; there is no winter turn since builds and removals are automatic.

4. On the map, each space is of a certain terrain: Swamp, Forest, Plain, Sea or Badland. Terrain effects supply and movement between land and sea.

5. Each player begins with 2 armies, one in each of his swamp spaces, which are assumed to have emerged from the sea prior to the first game year. Seven groups of two swamps have been provided for up to 7 players, but if less than 7 play, then the extra swamps are treated as forests.

6. The game begins in the year 330,000, 000 BC at the beginning of the Devonian period of the Paleozoic Era. Each game year lasts 5,000,000 years, and the game ends in the year 230,000,000 BC at the end of the Permian period, which also ends the Paleozoic Era. (A total of 21 game years or 63 turns.)

7. There are no retreats. Dislodged units are eliminated. "The weak fall under the grindstone of Time."

8. The Conversion order:

a. In all coastal spaces except swamps, a unit, instead of moving or supporting, may CONVERT from an army to a fleet or a fleet to an army (A Dir-CONVERT).

b. Units converting have no strength, such that if an unsupported unit converting is attacked by one enemy unit, then it is dislodged and eliminated.

c. Units in swamps require no convert order--an army in a swamp ordered to sea automatically becomes a fleet and a fleet or-

dered inland becomes an army.

d. Due to what ~~army~~ and fleet represent, no convoy is possible.

9. Armies and fleets of different species MAY support each other. It's called "sybiosis."

10. Spaces are captured in any move season. Captured swamps will automatically breed armies of the capturing species during the winter turns.

11. After every fall turn, the GM fills ALL the empty swamp spaces with armies of the same species as of the last owner of the space --"Nature abhors a vacuum." The GM then determines if units NOT in swamps have enough supply:

a. Each unit may only draw supply from its own and adjacent spaces.

b. Adjacent spaces must be empty and OWNED by that species.

c. The supply value of a space being drawn upon by more than one unit of a species is always evenly divided amongst them, even if none of the units concerned will have enough supply.

d. The value of each space according to its terrain for supply purposes:

swamp - 1 (units in swamps do NOT draw on adjacent spaces)

forest - 2/3

plain - 1/3

sea - 1/3

badland - 0

e. Any unit unable to draw sufficient supply is eliminated (1 or more).

12. The Restricted Supply Order:

Normally a unit will draw upon all empty adjacent owned spaces; where units are bunched together (for an offensive) this usually means many deaths over the winter. So, along with his fall moves, a player may send in a list of spaces each of his units may draw upon. This list may NOT be conditional! Example: A Dir-Sul(Dir/Tim)--the army attempting to move from Dire to Sullen will be permitted to draw upon Dire (assuming it managed to move to Sullen) and (or?) upon Timeless (assuming it was stood off) in addition to the supply it gets from the space it is on.

13. To win, a player must have a majority of the swamp spaces. If no one has won by the last game turn, then the owner of the most swamp spaces wins.

14. All unowned-at-start swamp spaces contain an army in civil disorder.

15. Details:

Crab player starts with: Crab and Slimy swamps.

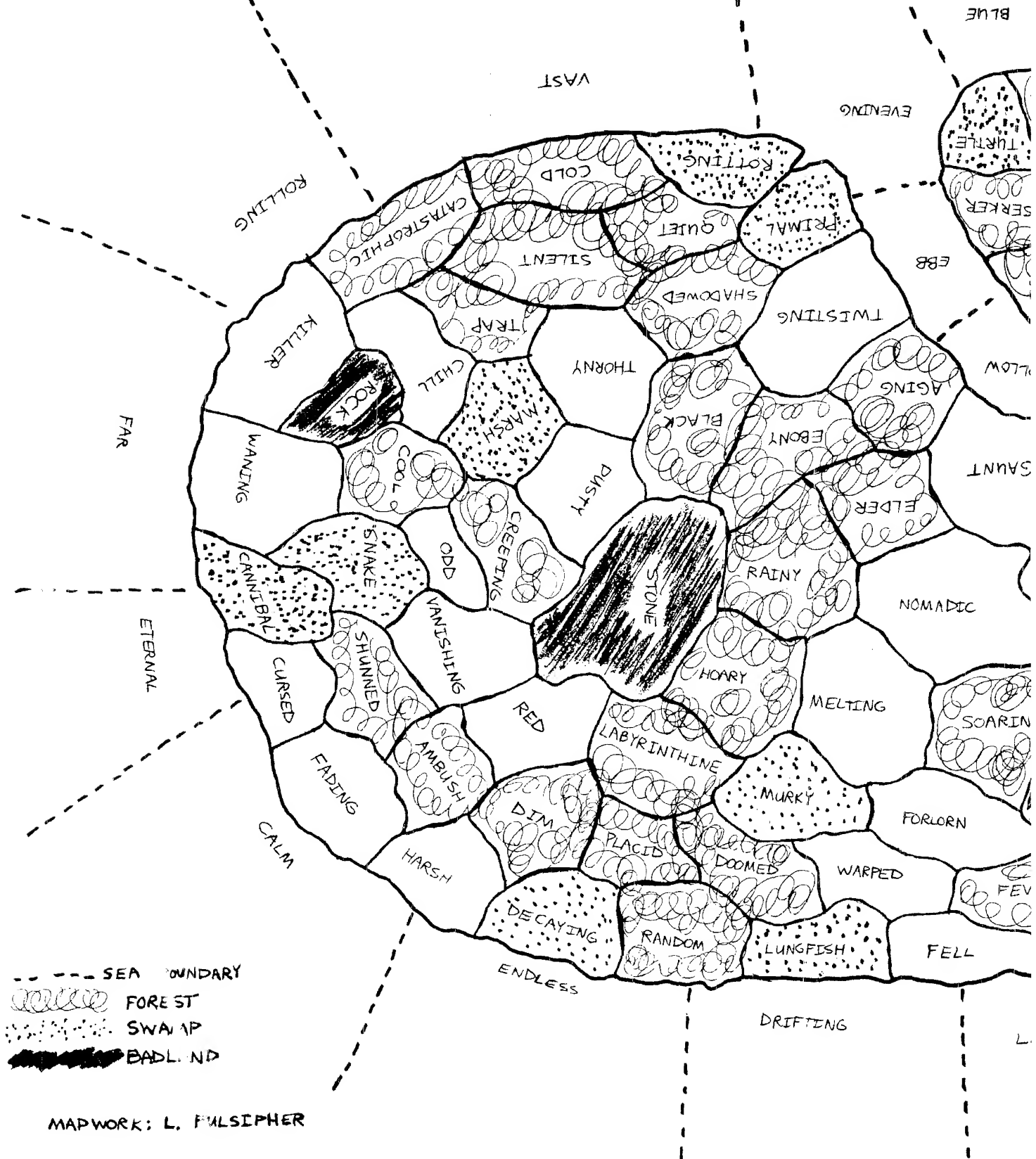
Lizard player starts with: Lizard and Bloated swamps.

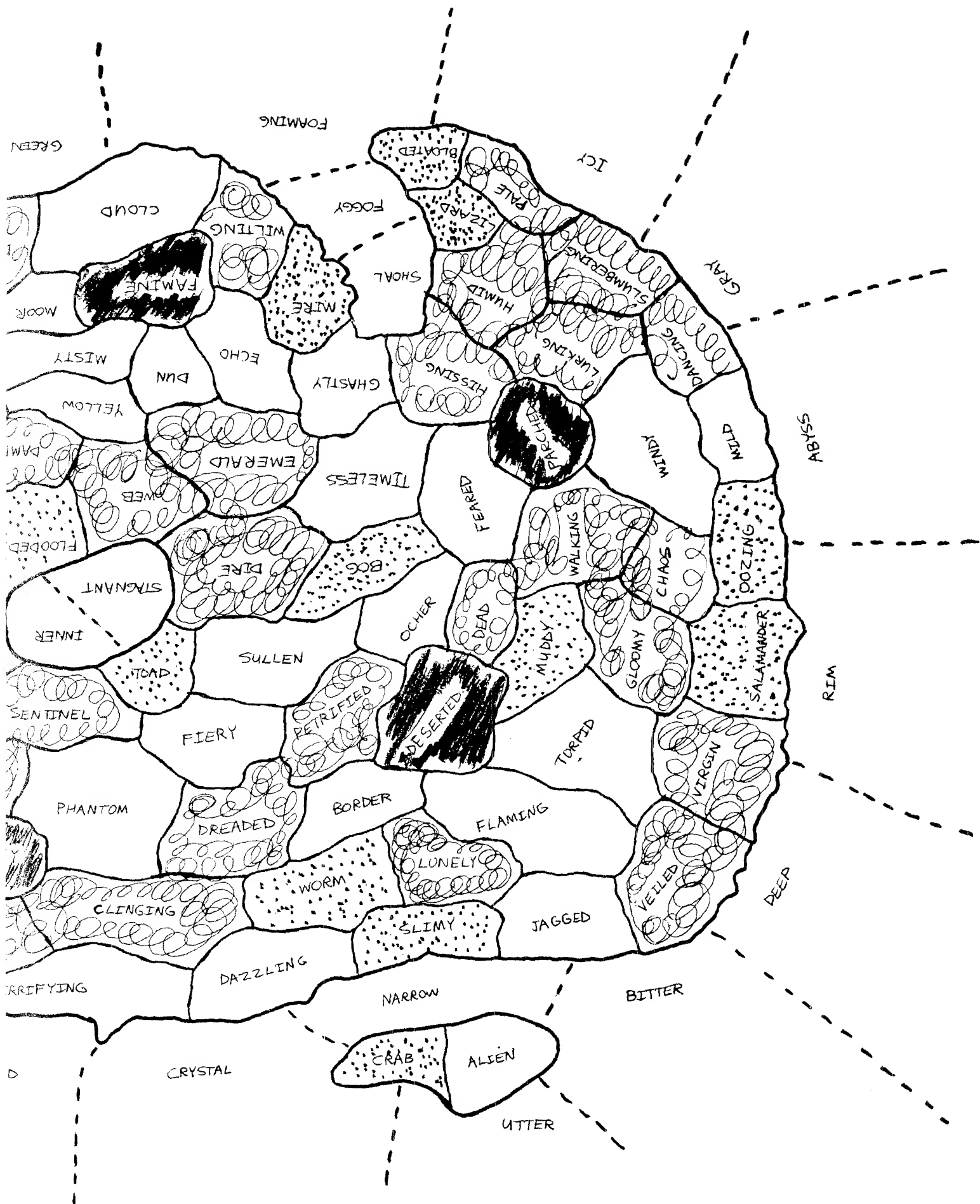
Lungfish player starts with: Lungfish and Decaying swamps.

Salamander player starts with: Salamander and Oozing swamps.

CONQUEST OF THE LAND

by Scott Rich





Snake player starts with: Snake and Cannibal swamps.

Toad player starts with: Toad and Rotting swamps.

Turtle player starts with: Turtle and Flooded swamps. The Flooded swamp is NOT two-coasted (a river is assumed to go through the swamp).

An optional Worm player starts with: Worm, Muddy, Bog, Mire, Primal, Marsh, and Murky swamps.

The name of a space is actually the name of the space plus the terrain, such that Abyss is actually the Abyss Sea, or the Sea of the Abyss.

Of the 143 names on the map, none have the same first three letters.

(V. Ed note: Scott suggests that ownership of the spaces can be accounted for by covering the map with plastic and marking it with grease pencils. If you make an enlarged copy of the map, ownership can be accounted for with Risk pieces while standard Diplomacy pieces are used for play.)

VARIANT DESCRIPTION

US DIPLOMACY III is Fred Davis' latest revision of the American map. He has moved all the way from Reinsel's crowded and clumsy US I to a game with discrete countries and considerable naval action (including the Mississippi and a canal as well as the Great Lakes). The players are Northwest, California, Lakeland, Texas, New England, Chesapeake, and Dixie. There are 38 centers. So far as I know, the rules are available only to standby players in Fred's zine.

ECONOMIC DIPLOMACY (properly, "V" should be added) by Steve Doubleday was printed in Belliscus #26, which you might be able to obtain from Will Haven, 4, Victoria Street, Chorley PR7 2TX, UK for 8 pence plus postage. This is a standard board variant. Each center supplies credits to its owner, and these credits must be used to maintain supply lines--the further from home, the more it costs to supply a unit--and to buy new units. Units may be built to increase the yield of a center or non-center space.

HIDDEN STRENGTH by Robert Sacks is very simple. Each power receives a unit in one of several spaces once in a game. The unit is automatically supplied for two years. Sacks has also revised ACTIVE NEUTRALS, primarily by combining Sweden and Norway. Both of these are in Lord of Hosts #8, 40¢ from the designer at 4861 Broadway, 5-V, New York, NY 10034.

There are a couple of multi-player games about called SPACE DIPLOMACY I and II. Collectors note that these are not Diplomacy variants.

THE SUNDERED WORLDS by Steve Doubleday is a map-building variant for four players. Each

player begins with a unit in a space, with all spaces connected to a fifth. Units may be ordered to create new spaces, supply centers, connections, and separations between spaces. When a player loses his original center, he is eliminated. Obviously this is a very abstract game, but requires a low number of players (I see no reason why the number should be limited to 4) and needs no pre-prepared map. This and the following variant are available in The Darien Settlement #3, available "by asking nicely" from Hartley Patterson, Finches, 7 Cambridge Road, Beaconsfield, Bucks, HP9 1HW, UK.

1066 by Ken Clark depicts the struggle for control of England which William the Conqueror won. Players are William, Scots, Norse, Welsh, Harald (Norway), Harold (England), and the Northern Earls. Norwegian and Norman units begin at sea, and several powers may have units which may travel on land or sea (called A/F, unfortunately, though A/F as used in other variants have quite different powers). There are very few rule changes and about 44 centers. Rules and one-page map are mimeographed.

WORLD POWERS by Richard Ware adds the rest of the world, including the great powers of the US and Japan, to the standard board. Each player begins with four centers, including some strange colonies (Johannesburg-Germany, Dakar-Austria, Khartoum-Italy). There are 68 centers altogether. There are no changes in the standard rules. The two pages of maps and the handwritten rules are photocopies. Rules apparently are available from the designer at TEP 253 Commonwealth Ave., Boston, MA 02116 for 20¢.

PUREST DIPLOMACY by Roland Prevot is a joke. There are seven players, each with an army on a single space, all spaces connected to each other. Retreats are not allowed. That's it.

AIR DIPLOMACY VARIATION I by Martin Janta-Polczynski (not to be confused with the Tretick or Staples games of the same order) is a set of rules adding air wings to standard (or variant) Diplomacy. Wings only support, not attack, and cannot capture centers. Unlike some other air games, air units here do not take off from a space, carry out a mission, and land in another (or the same) space after having traveled a maximum number of spaces. Wings tend to progress directly from one point to another, as normal units, except wings can travel faster. A wing may occupy the air above a space occupied by a friendly unit, of course. Also, wings may more or less intercept each other en route from one space to another, unlike AIR-SEA DIP, for example, where they may only conflict over a space which is being supported. This was printed in Walter Luc Haas' Bumm #10 and should be available most easily from the North American Variant Bank.

ONE-ON-ONE DIPLOMACY, apparently by Charles Doehrer, is very simple. Each player (only 2) takes one country. The other countries are neu-

tral, but unlike in civil disorder, dislodged units of these countries retreat. I do not know how it is determined where they retreat to--perhaps by the opponent. At any rate, neutral units are eliminated only when annihilated for lack of a retreat space, whether they have any supply support or not. It appears to be a useful learning variation. Published in *Strategic Satire* #1, 35¢ from the designer at PO Box 1832, Chicago, IL 60690.

DIADOCHI V by Dick Vedder is a revision of his well-known series, eliminating Rhodes and Pergamum as players, and adding two other variants played on the same map and with many of the same rules. These are TRIUMVIRATE and IMPERATOR. D V is played by Carthage, Rome, Egypt, Syria, and Macedonia, beginning in 240 BC. Special rules include loaning centers, double centers, self-defending neutral centers, and destruction of centers. There are about 50 centers. Unlike previous DIADOCHI versions, all powers in D V have the same victory conditions.

TRIUMVIRATE uses the same board, but the powers are Caesar, Egypt, Crassus, Pompey, and the Senate, beginning in 55 BC. Special rules include dictators, the Sole Consul, Outlaws of the State, and most of D V's special rules. Most of the special rules are intended to cover the possible relationship among the Triumvirs and the Senate.

IMPERATOR depicts a revolt against the Roman emperor in 235 AD, with players being the Emperor, African army commander, Danube, Syrian, and Rhine army commanders. Special rules include building in any owned center, not just home, barbarian and Persian independent units, the Praetorian Guard, and rival emperors.

Since Dick recently decided to leave the hobby, I doubt that any copies are available. We may reprint the games in Variant Design in a future DW.

My GLOEAL VARIANT (DW II, 1) has been printed in French in *Vortigern* #25, Roland Prevot, 14 Ave. Theophile Gautier, 75016, Paris, France.

Like my LORD OF THE RINGS and DIADOCHI V, Rod Walker's 2001 is designed to provide several games in one, with scenarios for 3 to 10 players. The basic game includes 9 powers, with a United Nations Command a possible tenth player. The 3-8 player scenarios often resemble the versions of the standard rulebook for less than 7 players in that there are combinations of countries and neutral Great Powers. The basic powers are USA, Australia, Brazil, China, Europe, India, Nigeria, Russia, and South Africa. The map is a north polar projection, 12 pages (ditto) in all. There are 157 spaces and 53 centers, and in the 9-10 player versions, each power begins with 4 units except Russia, which has 5. Optional

rules include "Balance of Terror"--missiles, weather control, and plague, and there is a standard center transfer possibility. Among the scenarios are versions for 1951, 1971, 1984 (from the novel), the "Great Die-Back," the John Birch game, and so on. Rod obviously expended much effort on the game. I don't know if copies are still available; mine was \$1 from Rod at "Alcala," 1273 Crest Dr., Encinitas, CA 92024.

MOB TOWN, by Nick Morris with revisions by Steve Doubleday, depicts a gang-war in a large US city during the prohibition era. Gang units may move on land or river, or through the subways. They are limited by the cops, who control several major roads which can be crossed only at a few points, and to only one of several spaces which would otherwise be adjacent. The "subways" run under and between several spaces. In addition to gangs, each of the seven players has a "Don" unit, which is incapable of movement by itself, but adds one to any gang carrying it. This variant was printed in *Bellicus* 28, Will Haven, 4, Victoria St., Chorley, Lancashire, PR7, 2TX, United Kingdom. The map with my copy is poorly printed but barely readable.

ERRATIC DIPLOMACY I, by Martin Janta-Polczynski is very simple. Each game year the GM assigns countries anew to seven players on the standard board. Players receive points according to their center gains or losses for the country they play that year. The game ends when one or two powers are eliminated, and the winner is the player with the most points. Available from the Continental Europe Variant Bank. The CEVB has reprinted Enrico Manfredi's WORLDIPLOMACY, an interesting and innovative game.

LEMURIAN DIPLOMACY by Stephen Gunnell is a good example of a variant which might be good, but one can't really tell because the rules are not very clear. There are three types of units, three types of "installations" (native supply center, city, fortress), and four players, each with a different mix of installations. Each installation yields money to its owner, and units cost money each year. The number of installations one holds also limits the number of each type of unit he may build each year, and two countries are unable to use one of the unit types. The problems come when one tries to figure out the relationship between the types. Especially unclear is the question of hero vs army combat and magician vs army combat. These units can support armies they accompany, and ignore each other, but what happens when one fights an army? So far as I can figure out, each magician or hero is equal to a standard army, but I determined this by trying the game out and seeing that it would be a massacre of at least one country if not played that way. This shouldn't be neces-

sary.

The play is pretty complex, largely because of the relationships between the three types of units, sometimes with multiple units in a space. The board is not large, and all spaces are land. The title is a reference to a mythical pre-historical land and civilization, a kind of Pacific Atlantis, as I recall, but it doesn't appear to mean much here except that the game is hypothetical fantasy. I

would classify it as hypothetical-abstract rather than fantasy, as it now stands.

LEMURIAN DIP was printed in Tau Ceti #9, 40¢ (sea mail) from Larry Dunning, 46 Holmesdale Rd., West Midland 6056, W. Australia.

Publishers: when you print a variant, please state whether further copies are available, and for how much. This will help the Variants Editor and all those who enjoy variants.

A LOOK AT VARIANT FANDOM

by LEW PULSIPHER

This article won't necessarily be comprehensive, and I won't deal with details in most cases. It is an attempt to summarize variant activities outside of playing and designing games. I am not equipped to gather statistics on number of people playing by mail, number of games in progress, number of new variants published each year and number of old ones republished, and so on. If someone wrote an article about such things, I am sure it would be printed in DW in some form.

The oldest variant institution is the office of the Miller Number Custodian (MNC). The "Miller Numbers" are designations for variant postal games similar to the Boardman Numbers, but adding small case letters to indicate which variant is being played. The MNC assigns the numbers and collects and prints statistics for some completed games. Beginning with the brief custodianship of Conrad von Metzke, the IDA has subsidized the MNC's activities. The present MNC, Robert Sacks, has come to view this subsidy as a right rather than a privilege, leading to friction between the IDA and the MNC. Possibly to test this relationship further, or for reasons of his own, Sacks recently assigned a number to an obvious joke, a game that does not exist; whether he will attempt to acquire subsidy money for this game is an interesting question. There is also an Associate MNC for European games. Michel Feron was recently replaced in this post, after a period of inactivity, by Steve Doubleday.

Some variant fans believe the MN are a vital institution. I think that whatever vital purpose they may have served at one time is no longer applicable, and that we would be just as well off if the person serving as MNC were free to devote his time to more important variant functions. (I might point out that I speak from personal experience--I was MNC for one and a half years, succeeding Don Miller.) I think a categorizing system for all published variants would aid archivists and collectors, but this would not be tied to postal games. A number of people are working on recategorization of the

MN, which may also serve as a general numbering system. If you are interested in helping, write Fred Davis or Hartley Patterson.

One of the important new developments of the past couple of years has been the variant bank explosion. A VB is a repository for variants from which photocopies of hard-to-find games may be obtained at cost. The first VB was established in Britain, but never worked very well. Dick Vedder founded one in North America, which Dan Gallagher built up. Walter Luc Haas founded another in Continental Europe, and together Haas and Gallagher founded the World Variant Bank. Dave Kadlec is currently NAVB Director. Lately the WVB has been dogged by communication problems and interference from the Secretary of the DVC (Robert Sacks), but the CEVB, at least, is alive and operating. Will Haven has established a bank in Great Britain, and unconfirmed reports say that he now asks permission to reproduce the variants he makes available. The National Games Club (NGC) in Britain also maintains a bank, overseen by Dave Allen. There has been considerable private discussion of the advisability of reproducing variants without designer permission, but apparently all banks now agree that a designer's permission must be obtained unless he has left the hobby and cannot be reached.

The orphan variant situation has not been a problem lately in North America. No doubt there are orphans somewhere, but I cannot name any. Raymond Heuer, in association with DVC and perhaps with IDA as well, has refounded a Variant Orphan Rescue Service similar to that which Rod Walker and later I ran several years ago. A revival was recommended by the old IDA Variant Committee, but nothing could be accomplished until Heuer came forward. I wish I could say more about this, but the only information I have is from DVC and IDA Council reports. Jeremy Maiden recently began handling orphan variants in the United Kingdom, apparently in association with IDA/UK.

At the end of 1975, the second ever vari-

ant package was published. There has always been a problem with getting variants into the hands of interested players. The variant package, in which many variants are collected in a single group (from which unsuccessful games have been excluded), is one solution to the problem. Considering the poor response (even the NAVB and MNC haven't ordered copies) and the personal expense incurred, however, I cannot recommend the idea to any person or group, at least not in the near future. Perhaps when there are more postal players, the demand will be greater; for now, though, it is impossible to print enough copies (using professional printing methods) to give a reasonable price and still sell enough in a short time to break even. Anyone who is thinking of doing a variant package must be prepared to leave a large sum locked up indefinitely in inventory.

Variant fans have never been much interested in awards, thank heaven. For my views on the DVC's proposed awards, see Variant Information. DW readers know of my variant design contest, intended to acquire material for DW. Unfortunately, I had to set the deadline so early, because of uncertainty about how long I would be in the USA, that many designers did not have enough time to come up with good variants and decided not to enter. Nevertheless, entries have arrived and there will be an award in at least one category. In a couple of years, I hope to run another contest along more organized lines.

Some of you may remember Dave Kadlecsek's variant survey, which was distributed through DW. Unfortunately, he set a short deadline for reply, which combined with a late DW to leave no time for response. There followed a period when Kadlecsek had little time for Diplomacy, and consequently the survey results are not available. This is too bad; I hope someday a more successful attempt will be made.

Organizations have not done much for Diplomacy variants in North America. TDA's Variants Committee distributed free computer-printed YOUNGSTOWN VARIANT maps for a while, but this was really Doug Reif and John Beshara at work, and the TDAVC, or TDA itself, for that matter, is inactive. The old IDAVC was converted by Robert Sacks into the DVC. The new IDAVC has been inactive largely because of the indisposition of its chairperson, Dave Kadlecsek. Recently, however, Dick Vedder has decided to make a report to the IDA Council on his own, as a "minority" of the IDAVC, and he has asked several people for suggestions.

Members of the NGC in Britain have shown interest in variants, and they have a Variants Secretary and variant bank. Unfortunately, there is no variant review or information column in any UK Dipzine.

Finally, there is the Diplomacy Variant Commission (DVC). Although DVC exhibits a great

deal of internal activity, mostly polls, and votes on everything under the sun, its accomplishments have amounted to little. How much DVC had to do with setting up the VONS, only Ray Heuer knows. I do know that interference in the affairs of the World Variant Bank and other variant banks by the Secretary of the DVC has caused more harm than good, and wasted valuable time of people who certainly would have gotten along better without this interference. You can find more about this in Walter Luc Haas' zine, Bumm, #13, p. 7.

The idea of a group to coordinate variant activities through an open forum which permits close cooperation is excellent, but the DVC has become a means by which its Secretary grasps for control of variant activities against the will of those running the activities and to the detriment of those activities. It is an experiment that has failed, at least for the moment, owing to improper methods rather than to a bad basic idea.

What about the future? Perhaps someday an international group representative of the majority of variant fans will exist, either through reform of DVC or otherwise. International cooperation seems to be increasing. I've received more overseas letters about variants, from more people, in the past few months than I did in the previous year. Walt Luc Haas has become a strong proponent of variants overseas, as have others. More American variants are gaining recognition in Europe, and vice versa. We also have thousands of Avalon Hill gamers who may be attracted to complex variants even if they don't have much interest in basic Diplomacy.

A new categorization system, combined with the variants banks, might help us weed out some poor variants and give more recognition to good ones. More publicity for variants within the hobby would also help. We're not exactly crashing through every obstacle, but we're no longer an obscure nut cult in the eyes of the mainstream of the hobby.

Addresses:

Robert Sacks, 4861 Broadway 5-V, New York, NY 10034

Steve Doubleday, 39 Sidney Road, Staines, Middlesex, United Kingdom

Fred Davis, Jr., 3012 Oak Green Court, Ellicott City, MD 21043

Hartley Patterson, Finches, 7 Cambridge Road, Beaconsfield, Bucks, United Kingdom

Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland

Dave Kadlecsek, Box 802, University of Santa Clara, Santa Clara, CA 95053

Dave Allen, 11 Alma Heights, Off Cavendish Way, Mickleover, Derbyshire, United Kingdom

Ray Heuer, 102-42 Jamaica Avenue, Richmond Hill, NY 11418

Jeremy Maiden, 20 Newport Road, Cwmarn, Gwent, Wales

RECENTLY COMPLETED GAMES

The following 86 completed regular Diplomacy games were reported in Everything #26-28. The winner, his country, and the zine the game finished in appear after the applicable Boardman Number. Multiple names after the same number indicate a draw.

Everything #26							
B.N.	Winner	Cty	Zine				
1969A	Edi Birsan	Tur	ADAG	1974HI	Lee Kendter	Fra	En Passant
1971I	Ron Kelly	Ger	Black Hole	1975A	Len Lakofka	Aus	Hoosier Archives
	Robin Smith	Ita			Mike Rocamora	Eng	
	Andy Phillips	Tur			Don Pitsch	Rus	
1972BJ	Ron Kelly	Aus	Quendi Khazad Dum	19750	Marie Beyerlein	Tur	
1972CM	G. Prokopowicz	Fra	Dune		Don Bingle	Fra	En Passant
	Nina Pawlak	Rus			Joel Klein	Ita	
1972EG	Len Lakofka	Aus	The Pouch		Robert Lipton	Rus	
	Ray Heuer	Eng		1975U	Larry Trenen	Rus	Liberterrean
	Frank Suchar	Tur			Bob Spencer	Tur	
1972EN	Richard Meyer	Eng	Imladris	1975AF	Robert Johnson	Aus	Impassable
1972ES	Ron Kelly	Rus	Novgorod		Dennis Goldston	Rus	
1973T	Lowell White	Eng	Boast	Everything #27			
1973W	Dan Bedrosian	Eng	Y. Chronicle	1972AM	John Carroll	Eng	Brobdingnag
	Tom Berendt	Fra			John Leeder	Fra	
1973AP	Mike Rocamora	Aus	Big Brother	1973EA	Joel Klein	Ger	Jastrzab
	Allan Calhamer	Eng		1973FE	Ron Kelly	Ger	En Passant
	Donald Devitt	Fra			D. Hollingsworth	Tur	
1973AQ	John Fleming	Aus	...The Rock	1973GY	Steve Altman	Rus	ADAG
	Edi Birsan	Eng		1974C	David Malmquist	Aus	El Conquistador
	Jerry Ripperda	Rus			David Holmes	Fra	
1973CM	Richard Loomis	Eng	Dippy		Len Lakofka	Ger	
	Bill Klitzke	Ger		1974CM	William Scanlan	Tur	
1973EG	Don Pitsch	Aus	Costaguana		Gerald Rogowski	Rus	Dorsai
1973ET	J. H. Fleming	Aus	En Passant	1974GU	Scott Bennett	Aus	Pocket Armenian
1973FH	Jon Southard	Eng	Pellucidar	Everything #28			
	Larry Rehbaum	Fra		1967AV	Arnold Vagts	Fra	ADAG
	Robert Sacks	Rus		1972W	J. H. Fleming	Ger	Y. Chronicle
1973FM	John Stevens	Ger	L. Dangereuses	1973ED	Alan Humphrey	Aus	Dolchstoss
	Ron Kelly	Rus			Norman O'Grady	Eng	
1973FV	Ron Kelly	Ger	Boast		Robin Brown	Fra	
	Joel Klein	Rus		1973FC	Jacques Parry	Ita	
1973FW	Terry Knowles	Eng	Paroxysm		Blair Cusack	Fra	Pocket Armenian
	Doug Ronson	Tur			Richard Kovalcik	Ger	
1973HI	John Boyer	Rus	Mush		Mark Zimmermann	Ita	
1973JC	Matt Diller	Rus	Imladris		John Leeder	Rus	
1974A	Balwin Minton	Rus	Obsession	1973FG	Richard Swies	Tur	
1974G	Martin Measel	Ger	Quendi Khazad Dum		Jim Gravenor	Ger	Dolchstoss
	John McKeon	Rus		1973GA	Dave Johnson	Fra	Grafeti
	William Clumm	Tur		1973GD	Andy Davidson	Rus	Bellicus
1974J	Bill Stafford	Tur	Claw & Fang	1973GF	Douglas Dick	Eng	Boast
1974AV	Mike Lariton	Aus	Boast		Rudy Tatay	Rus	
1974FA	David Reynolds	Fra	Claw & Fang		Ron Gorski	Tur	
1974FD	Ron Kelly	Ger	Dorsai	1973HD	Pete Cousins	Aus	Chimaera
1974FH	Robert Correll	Aus	Fol Si Fle	1973HG	John Mirassou	Eng	Poictesme
1974GF	Robert Lipton	Rus	Imladris		B. Schlickbernd	Tur	
1974GL	Frank McIlvaine	Fra	Ruritania	1973IO	Robin Churchill	Aus	Chimaera
1974GM	Gary Behnen	Ger	Claw & Fang		Charles Burton	Rus	
1974GO	Mark Zimmermann	Aus	Graustark	1974U	Ron Kelly	Aus	The Ranger
	Ferkin Doyle	Eng		1974AB	John Stevens	Eng	Quendi Khazad Dum
	Allan Amer	Fra		1974AI	Fred Hyatt	Rus	Fallovia
	William Drakert	Tur		1974AJ	Randolph Smyth	Rus	Centurion
1974GP	Eric Verheiden	Ger	Dorsai	1974AZ	Dermot Dwyer	Aus	1901....
				1974EC	Allan Ovens	Eng	Chimaera
				1974EO	Geoff Nuttall	Fra	1901....

1974BQ	Colin Petch	Fra	Comet
	Greg Hawes	Ger	
1974BS	Mick Bullock	Tur	Polaris
1974BV	Martin Searle	Fra	1901....
	Andrew Waldie	Ger	
	Richard Scott	Tur	
1974CN	Peter Berggren	Rus	Pellucidar
1974DE	Michael von Haag	Rus	Courier
1974DG	Andy Davidson	Fra	Dolchstoss
1974DQ	Tadek Jarski	Ita	Pendulum
1974DS	Mike Ingham	Fra	Filibuster
	Doug Wakefield	Ger	
	Mark Frank	Rus	
1974EC	Ron Fisher	Ita	Depth Charge
	Stuart Dagger	Rus	
1974ER	Roy Taylor	Rus	Greatest Hits
1974EU	David Barnes	Fra	1901....
	John Smart	Ita	
1974EZ	Horst John	Rus	Greatest Hits
1974GX	R. Walkerdine	Aus	Rane Gyrine
	Mark Zimmermann	Fra	
	Ron Kelly	Rus	
1974GY	Roger Cooper	Tur	Narsil
1974HC	John Baker	Aus	Book of Stab
	David Tutacko	Eng	
	William Clumm	Tur	
1974HP	Joel Klein	Eng	Arrakis
	Robert Correll	Fra	
	Brian Johnston	Ger	
1974HQ	Will McCullam	Ger	Graustark
1974IA	Steve Parks	Fra	Graustark
1974IB	Len Howard	Fra	Fol Si Fie
	Dave Koreski	Rus	
	Pat Allen	Tur	
1974IF	Bill McDonough	Aus	The Exponent
	Donald Blasland	Eng	
	Eric Robinson	Ger	
	David Tutacko	Tur	
1975N	Gary L. Burce	Rus	Claw & Fang
	Alan Cathcart	Tur	
1975AA	William Young	Aus	Claw & Fang
1975BM	Kim Bailey	Rus	Yggdarsil

BROB RATING LIST

by JEFF POWER

The BROB Rating List is maintained and edited by Jeff Powers, 300 Winston Drive, #309, Cliffside Park, NJ 07010. Inquiries and complaints should be addressed there. The list is published exclusively by Walt Buchanan for DIPLOMACY WORLD.

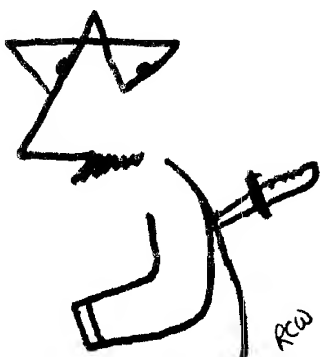
For the benefit of the unfamiliar, the BROB Rating List orders players by a percentage score determined from the expression $\% = 50 \div 50(S/6N)$ ($1 - \frac{1}{2}N$). N is the number of completed regular postal Diplomacy games for which that player is the player of record, S is the cumulative score in points from those N games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally well exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term $(S/6N)$ then is a player's adjusted average score per game. The term $(1 - \frac{1}{2}N)$ is a correction for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases, dropping out entirely for this purpose when N exceeds eight. A typical entry in the list might read: 62.5 2 + 4 John Doe (W). From left to right are the percentage score, N , S , name, and the number of wins.

When a country is played by one or more replacement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement player; a score of -1, 0, or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

This list is to include only active players and is limited to North American players and those foreign players who play regularly in North American magazines. Since it is impossible for any one person to know who is and is not active, any assistance in correcting this aspect of the list will be much appreciated. Only players who have completed more than one game as of Everything #27 are rated.

Included in this listing are the results of 660 postal games as follows: SRB/27 plus games 1966BM, 1967AY, 1968AC, AY, BU, CG, 1969AE, AZ, BX, CE, 1970C, 1972K, and 1973O.



No, I don't know what happened. It seemed like a nice sort of party--except that they were playing this wierd sort of game--and then just for a minute I turned my back.....

Country List:

55.8	+461	France (65W)
54.9	+387	England (67W)
53.1	+251	Turkey (69W)
49.3	-59	Russia (100W)
48.0	-156	Italy (47W)
46.8	-253	Germany (68W)
42.1	-631	Austria (64W)

Top Board:

97.2	9	+51	Walt Buchanan (7W)
92.3	13	+66	Mike Rocamora (7W)
88.9	3	+16	M. Lariton (2W)
88.0	9	+41	Don Pitsch (4W)
87.5	2	+12	Roger Oliver (2W)
86.4	3	+15	J. Van DeGraaf (W)
85.6	11	+47	Joel Klein (3W)

Second Board:

84.0	3	+14	Doug Ronson
83.2	4	+17	M. Beyerlein (2W)
83.2	8	+32	John Boyer (4W)
81.3	4	+16	Mike Beavers (W)
81.2	2	+10	Scott Bennett (W)
81.2	2	+10	Donald Bingle (W)
81.2	2	+10	David Reynolds (W)

The Rest of Us:

80.7	5	+19	Robert Correll (W)
80.1	6	+22	John McKeon (W)
79.6	9	+32	Arnold Vagts (W)
79.5	7	+25	Terry Knowles (W)
79.5	11	+39	John Stevens (W)
79.3	4	+15	Zane Parks
78.7	6	+21	Hollingsworth (W)
78.3	7	+24	John Fleming (3W)
78.1	2	+9	Patricia Efron
78.1	2	+9	Nina Pawlak
77.8	36	+120	Andy Phillips (10W)
77.7	28	+93	D. Beyerlein (11W)
77.5	56	+185	Ron Kelly (9W)
77.2	7	+23	D. Schlickbernd (W)
76.7	3	+11	John Baker
76.7	3	+11	Charles Maylen (W)
76.7	3	+11	B. Wartenberg (W)
76.7	3	+11	Lowell White (W)
75.7	23	+71	Eric Verheiden (3W)
75.4	4	+13	Ed Hollshwandner (W)
75.0	2	+8	M. Bartnikowski (W)
75.0	2	+8	Bill Starford (W)
75.0	2	+8	Roy Thomas
74.3	3	+10	Jim Barber
74.3	3	+10	Jim Benes (W)
74.3	3	+10	Larry Doble
74.3	3	+10	Howard Mahler (W)
74.3	12	+35	Jeff Power (4W)
74.3	3	+10	Randolph Smyth (W)
74.2	5	+15	Paul Wood (W)
73.6	7	+20	Dave Johnson (3W)
73.6	7	+20	Bill Klitzke
73.4	4	+12	Barry Synon
73.4	4	+12	Stephen Hall (W)
72.9	2	+7	Dennis Goldston
72.9	2	+7	David Malmquist

72.9	2	+7	Steve McLendon	53.1	2	+1	Larry Valencourt
72.9	2	+7	Douglas Reif	53.1	2	+1	Bruce Webb (W)
72.6	5	+14	Richard Loomis	52.4	3	+1	Robert Beasecker
71.9	3	+9	Gary Peterson	52.4	3	+1	Jerry Ripperda
71.5	4	+11	Frank McIlvaine (W)	50.0	4	0	David Fujihara
70.5	11	+27	Harry Drews	50.0	3	0	Jonathan Jacobs
69.5	4	+10	Allan Calhamer (W)	50.0	3	0	Dennis Klein
69.4	3	+8	Peter Bennett (W)	50.0	3	0	Terry Lachcik
69.4	3	+8	Fred C. Davis (W)	50.0	8	0	Brad Smith (W)
68.8	2	+6	Donald Devitt	50.0	3	0	Mike Willemson
68.8	2	+6	Al Gardiner	50.0	2	0	Chip Wingate
68.8	2	+6	John Torrey	49.2	10	-1	Blair Cusack (2W)
68.2	11	+24	Brad Payne (W)	48.6	6	-1	Arnold Proujansky
67.6	44	+93	Hal Naus (4W)	48.4	5	-1	Pat Walker
67.0	3	+7	David Claman	47.3	6	-2	Ron Gorski
67.0	3	+7	David Forte (W)	46.9	2	-1	Jeff Barber
67.0	27	+55	Len Lakofka (5W)	46.9	2	-1	Michael Dybis
65.7	9	+17	David Lagerson (2W)	46.9	2	-1	Kenneth Potts
65.6	2	+5	Kevin Gallagher	46.1	4	-2	Gary Burce
65.6	2	+5	David Holmes	45.9	6	-3	John Carroll
65.6	2	+5	Henry Kelley	45.9	6	-3	Ray Heuer
65.6	2	+5	Tom McCarthy	45.9	6	-3	David Truman
64.5	3	+6	Matt Diller (W)	45.8	12	-6	William Clumm
64.2	24	+41	Steve Brooks (5W)	45.2	7	-4	Bob Keathley
64.2	7	+12	H. Lindauer (W)	43.8	2	-2	Richard P. Johnson
63.9	12	+20	Tim Tilson (4W)	42.2	4	-4	Gene Giltner
63.7	4	+7	Jerry Rogowski (W)	42.2	4	-4	John Hulland
63.4	8	+13	Walter Blank	41.7	19	-17	Greg Warden
62.5	2	+4	Don Blasland	41.4	34	-35	C. Reinsel (3W)
62.5	2	+4	Russell Fox (W)	40.6	2	-3	Don Hinton
62.5	2	+4	Steve Peluso	40.6	2	-3	Bruce Martin
61.5	10	+13	Bob Lipton (W)	40.6	2	-3	Craig Westover
60.5	7	+9	David Davies	40.2	4	-5	Andy Meier
60.4	12	+15	Don Horton (2W)	39.1	23	-30	Dan Brannan
59.7	72	+84	Edd Birsan (14W)	37.5	2	-4	Adam Gilinsky
59.7	5	+6	Ed Kollmer	37.5	2	-4	John McBride
59.4	2	+3	Dave Kadlecsek (W)	37.5	2	-4	Walter Torrey
59.3	8	+9	David Ayres	36.3	6	-10	John Morgan
59.0	12	+13	Richard Swies (W)	35.5	3	-6	Eric Davison
58.3	9	+9	Doug Dick	34.4	2	-5	Jim Carson
58.3	9	+9	John Leeder	34.4	4	-8	Buz Eddy
58.2	8	+8	Dave Scott	34.4	2	-5	Leo Plotkin
58.1	5	+5	Steve Ball	34.4	2	-5	Darrah Whitaker
57.8	4	+4	Len Scensay (W)	33.0	3	-7	Tom Kistler
57.8	4	+4	Robyn Smith	31.2	2	-6	Roger Cooper
57.3	3	+3	Steve Cook	31.2	2	-6	Dennis Kelsey
57.3	3	+3	Tom Hubbard	31.2	2	-6	Frank SanMiguel
57.0	19	+16	Herb Barents	30.6	3	-8	Scott Robinson
57.0	19	+16	Bill Osmanson (W)	29.3	31	-77	M. Cemignani (W)
56.8	6	+5	Ted Holcombe (2W)	27.1	2	-7	Andre Boulanger
56.8	6	+5	John Weswig (W)	27.1	2	-7	Gary Moore
56.2	2	+2	Karl Borden	25.0	2	-8	Frank Cunliffe
56.2	2	+2	Jeffrey Topper	25.0	2	-8	Herb Greenlee
56.2	2	+2	David Tutacko	25.0	2	-8	Mitch McCormick
55.9	4	+3	Greg Greer	23.3	3	-11	Marshall Waller
55.9	4	+3	Dieter Loerick	22.7	4	-14	Dennis Turner
55.6	21	+14	John Hendry	20.7	2	-15	Peter Shanray
55.1	13	+8	Jeff Key (2W)	18.8	2	-10	Paul Chan
54.9	3	+2	Jim Bumpas	18.8	2	-10	Bob Delyzer
54.6	9	+5	Rudy Tatay	18.8	2	-10	Tom Guggenheim
54.1	6	+3	David Staples	18.8	2	-10	William Rakowski
53.9	4	+2	Russ Nekorchuk	16.0	3	-14	Chuck Boler
53.6	7	+3	Bill Drakert	14.8	4	-18	Terry Paul
53.2	5	+2	L. Gillespie	12.5	2	-12	Jerry Montgomery
53.1	2	+1	Bruce Chamberlain	4.8	5	-28	Rick Stuart

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HOOSIER ARCHIVES

DEMONSTRATION GAME NO. 6

THE PRINCE JOHN DOUGLAS INVITATIONAL--1976BG

Reprinted from HA #190 - 198

We are very pleased with the field assembled for our sixth demonstration game. Total points of the players on the Calhamer Point Count Rating List come to 46.75 and this is an all-time record for any postal game. All the players are multiple winners except for Bruce Schlickbernd who has a win and a couple of draws to his credit, and all the players have placed high in several rating systems except for Francis McIlvaine who just completed his second win. This allows us to again inject some new blood into the roster while at the same time maintaining a top-notch field. Four of the players are Hoosier Archives veterans while three of them are not.

To increase spectator interest, the game is being run under a strict 2-week schedule. As an aid to following the game, one of the hobby's best known analysts, Len Lakofka, will be giving a blow-by-blow analysis. Also, a press release war will be aided and abetted as usual by Queen Suzanne, although due to space limitations, much of it will have to be cut from DIPLOMACY WORLD. However, for you hard-core press fans, Hoosier Archives carries the unabridged press and is still available at 10/\$2.00. Subscriptions are not encouraged, however.

Country assignments were selected "by lot." Prince John Douglas selected each player's country by withdrawing the appropriate colored cube from a hat. He was tired of Prince William getting all the glory! Consequently we have given him equal time by calling the game the "Prince John Douglas Invitational." Some of you may remember that we called the fourth demonstration game the "Prince William Invitational."

An introduction to the players follows, along with their addresses. The winner of the game will receive possession of the traveling HA trophy. Whoever wins twice gets to keep it. Edi Birsan is the only one eligible this time around. Mike Rocamora still has possession of the trophy since the last two games ended in draws. Incidentally, we are again using the Tretick system of having a standby for each country and this time, each player has selected his own standby. They are:

AUSTRIA: Gary Behnen
ENGLAND: Eric Verheiden
FRANCE: Henry Kelley
GERMANY: Nina Pawlak
ITALY: Jeff Power
RUSSIA: Gerald Rogowski
TURKEY: Mike Childers

The standbys are submitting moves each season to be used in case the regular player misses. Two misses in a row and the standby takes over.

Winter 1900

AUSTRIA: Don Pitsch, 988 Wheeling Road, Mt. Prospect, Illinois 60056. This is Don's second HA Demonstration Game and he is well qualified to play in it. In addition to ranking first on the ODDMOD Rating List, Don is second on the ACPCLR (Average Calhamer Point Count Rating List), and is fourth on both the Brobdingnag and Stars & Bars Rating List.

ENGLAND: Bruce Schlickbernd, 6194 E. 6th St., Long Beach, California 90803. Bruce is not only playing in the HA Demonstration Game, but is in TSR's LITTLE WARS Demonstration Game as well. In addition to being one of the great press release writers, Bruce ranks on the third board of the latest Beyerlein Player Poll (BPP) and on the fourth board of the Brobdingnag Rating List.

FRANCE: Steve Brooks, 4960B Avenue C, Gt. Falls, Montana 59405. This is Steve's second HA Demonstration Game. He ranks at the top of the third board of both the latest BPP and Calhamer Point Count Rating List (CPCRL).

GERMANY: Ron Kelly, 225 Virginia Ave. SE, #120, Washington, D.C. 20061. Ron is the most prolific postal Diplomacy player of all time, surpassing such stalwarts as Edi Birsan, Hal Naus, and Andy Phillips. Ron ranks second on the CPCRL and is on the top board of the latest BPP.

ITALY: Edi Birsan, 35-35 75th St., Apt. 302, Jackson Hgts, New York 11372. Edi could be considered Mr. Diplomacy and is considered by many to be the greatest Diplomacy player that ever lived. He ranks first on the CPCRL and is third on the BPP, as well as being the father of the Lepanto Opening.

RUSSIA: Francis McIlvaine, 118 Jackson St., Rochester, New York 14621. Frank is a newcomer on the postal Diplomacy scene but he is already a multiple winner. In addition, he publishes the fine gamezine Dorsai.

TURKEY: Jeff Key, 6600 NW Valley View Dr., Kansas City, Missouri 64152. Jeff is one of the hobby's real old-timers and was one of the senior partners of the only other group to invent postal Diplomacy besides John Boardman. Jeff has also invented the Key Variant to the Lepanto Opening.

WHAT'S EVERYONE GOT AGAINST POOR OL' RON KELLY?
Spring 1901

AUSTRIA: (Pitsch)	A Vie-Boh, A Bud-Ser, F Tri-Alb
ENGLAND: (Schlickbernd)	F Edi-Nwg, A Liv-Yor, F Lon-Nth
FRANCE: (Brooks)	F Bre-Eng, A Par-Pic, A Mar-Spa
GERMANY: (Kelly)	F Kie-Den, A Ber-Kie, A Mun-Bur
ITALY: (Birsan)	A Ven-Tyr, A Rom-Ven, F Nap-Ion
RUSSIA: (McIlvaine)	F StP(sc)-Bot, A War-Sil, A Mos-Ukr, <u>F Sev-Bla</u>
TURKEY: (Key)	A Con-Bul, <u>F Ank-Bla</u> , A Smy-Arm

EDI DOES IT AGAIN!
FALL/WINTER 1901

AUSTRIA: (Pitsch)	F Alb-Gre, A Ser S F Alb-Gre, <u>A Boh S ITALIAN A Tyr-Mun</u> (nso). Owns: Bud, Gre, Ser, Tyr , Vie (3). Constant.
ENGLAND: (Schlickbernd)	F Nwg-Nwy, <u>F Nth-Hol</u> , A Yor-Lon. Owns: Edi, Liv, Lon, <u>Nwy</u> (4). Builds F Liv.
FRANCE: (Brooks)	A Pic-Bel, F Eng S A Pic-Bel, A Spa-Por. Owns: Bre, Mar, Par, <u>Bel</u> , <u>Por</u> (5). Builds F Bre, F Mar.
GERMANY: (Kelly)	A Bur-Mun, A Kie-Hol, <u>F Den S FRENCH F Eng-Nth</u> (nso). Owns: Ber, Kie, Mun, <u>Den</u> (4). Builds A Ber.
ITALY: (Birsan)	A Tyr-Vie, A Ven-Tri, F Ion-Tun. Owns: Nap, Rom, Ven, <u>Tri</u> , <u>Tun</u> , <u>Vie</u> (6). Builds F Nap, F Rom, A Ven.
RUSSIA: (McIlvaine)	F Bot-Swe, A Sil-Gal, A Ukr-Rum, <u>F Sev S A Ukr-Rum</u> . Owns: Mos, Sev, StP, War, <u>Rum</u> , <u>Swe</u> (6). Builds A Mos, A War.
TURKEY: (Key)	<u>A Bul-Gre</u> , F Ank-Bla, <u>A Arm-Sev</u> . Owns: Ank, Con, Smy, <u>Bul</u> (4). Builds F Con.

LONDON: Poof! Two figures appeared in Billingsgate Soreballs' room and immediately began inept attempts at killing each other. Arch-Assassin Berg Hapless kept pulling the trigger on his empty Mauser and shouted, "Bang! Bang!" hoping to scare his opponent to death. Ambassador-at-Large and Wrong-Way Wizard Mephisto, after his best card trick failed to fool Berg, tried to cast a force field around himself and instead transported the two out of 1973EG and into 1976EG.

"Ooooo, pull out his hair," encouraged Soreballs.

"Scratch his eyes out," sequealed Lackspine.

"Shad-dup, or I'll blow you to pieces," growled Berg Hapless.

"Promise?" they chimed in unison.

Realizing that Queen Suzanne would never type that up if left dangling, Mephisto got off one spell correctly for once and cast a fireball at the two. They exploded in a shower of false eyelashes and other false appurtenances.

Seeing Mephisto succeed, Berg decided to beat a hasty retreat. Running so fast that he

passed up the pun (Puns being slow afoot), he dodged out of the palace and commandeered an ice cream vendor's tricycle.

"I wish it would have been Mephisto," sighed the assassin as he peddled madly away.

NEW YORK (VIA LONDON) (UPI Correspondent Plagiarist R. Hacknovel): Bizarre reports are filtering out from a maternity ward both here and in Montana regarding two identical cases. The child of Carol and Edi Birsan, upon being spanked, allegedly pulled a knife and sheathed it in the offending doctor's fifth thoracic vertebra.

In Montana, the child of Mr. and Mrs. Brooks also stabbed his doctor in the back, but before the doctor whacked him, and with decidedly poorer aim than the Birsan child, hitting the doctor in the lower lumbar region. "Just as premature as his father's stabs," sniffed a visiting Poictesmian official.

KIEL (VIA POICTESME IN LONDON): Bozo's unicycle crashed for good a few miles outside of Kiel, and he rode the rest of the way in on Ronald McDonald's shoulders. "Watch out for that

pedestrian, turn left here, get in the left turn lane, stop...STOP. Whoa, Nelly!" THUMP! The two clowns crashed into the curb and sent Bozo hurtling into a trash can and Ronald down a sewer. Refreshed, they skipped hurriedly to their command bunker, which was readily visible due to its seedy yellow arches.

Tears streamed down Ronald's face. "My big Macs, my quarterpounders--the elite of my talking hamburgers, nothing more than belches of gas now. But I have one last secret weapon. A special meat held in reserve from Costaguana."

Bozo shuddered. "Why, you can't mean..... that's inhuman!"

"Oh, but I do mean!" A look of inhuman (I told you so) delight crept over Ronald's face as they reached a titanic meat freezer. "Rather than face defeat, they ground themselves into Hunburger back in 73AB...and they are now my ultimate weapon--The Culinary Corps."

BARELY-DUR-ABLE (VIA LONDON): BirSauron, Lord of Darkness, Master of the Flashing Knife,

Destroyer of Notochords, was picking his fangs with a dagger waiting for the news. A monkey from his personal bodyguard came dancing in and handed the Black One a slightly used banana peel.

"Whaat's dis? Da message, gimme da message," said the Splitter of Scapula. The monkey leaped on his back and started kneading BirSauron's aching muscles.

"Not a massage, youse stoopid twit, da letter, gimme da letter." Not being able to think of another Harpo Marx routine, the monkey regurgitated it into BirSauron's lap.

"Yechh, four safe-keeping, yez?" Wiping off the mashed banana, he hurriedly scanned the missive. "A dahter, a goil, a child! I is a father! A junoir stabber! I'll teach her all da doity under-handed triks in da boik."

"He'll teach her all the dirty underhanded tricks in the book," sighed a horrified Mrs. BirSauron. "I can't let that happen. You must take Yvonne to the Goddess of Diplomacy Widows." She gave the baby to a trusted dancing monkey

KELLY, THE AVENGER? Spring 1902

AUSTRIA: A Boh-Mun, A Ser-Bul, F Gre S A Ser-Bul
(Pitsch)

ENGLAND: F Nwy-StP(nc), F Nth-Nwy, F Liv-Wal, A Lon-Wal
(Schlickbernd)

FRANCE: F Bre-Mid, A Bel S GERMAN A Kie-Hol (nso), F Eng S GERMAN F Den-Nth (nso), A Por
(Brooks) H, F Mar-Spa(sc)

GERMANY: F Den-Bal, A Ber-Fru, A Mun-Sil, A Kie-Den
(Kelly)

ITALY: A Vie-Tyr, A Tri-Ser, A Ven-Pie, F Tun-Wes, F Rom-Tyr, F Nap-Ion
(Birsan)

RUSSIA: F Swe-Bal, A War-Pru, A Gal-Bud, F Sev-Bla, A Rum-Sev, A Mos S A Rum-Sev
(McIlvaine)

TURKEY: F Con-Aeg, A Bul-Rum /r/ (Con,d), F Bla S A Bul-Rum, A Arm-Sev
(Key)

BROOKS EQUALS EDI'S BULK Fall/Winter 1902

AUSTRIA: A Mun H (R Bur), A Bul H, F Gre S A Bul. Owns: Gre, Bul, ~~Edi~~, ~~StP~~ (2). Removes
(Pitsch) A Bul.

ENGLAND: F StP(nc) H, F Nwy-Swe, F Liv-Wal, A Lon S F Liv-Wal. Owns: Edi, Liv, Lon, Nwy,
(Schlickbernd) StP, Swe (6). Builds F Edi, F Liv.

FRANCE: A Bel-Hol, F Spa(sc)-Mar, F Mid-Spa(sc), A Por S F Mid-Spa(sc), F Eng-Mid. Owns:
(Brooks) Bre, Mar, Par, Bel, Por, Hol, Spa (7). Builds A Bre, F Mar.

GERMANY: F Den S ENGLISH F Nwy-Swe, A Sil-Mun, A Ber S A Sil-Mun, A Kie S A Sil-Mun. Owns:
(Kelly) Ber, Kie, Mun, Den (4). Constant.

ITALY: A Pie-Mar, A Tyr S AUSTRIAN A Mun, A Ser S AUSTRIAN A Bul, F Wes-Mid, F Tyr-Lyo,
(Birsan) F Ion S AUSTRIAN F Gre-Aeg (nso). Owns: Nap, Rom, Ven, Tun, Tri, Vie, Ser (7).
Builds A Ven.

RUSSIA: F Swe-Den (R Bal), A War-Sil, F Sev H, A Mos S F Sev, A Rum S AUSTRIAN A Bul, A
(McIlvaine) Bud S A Rum. Owns: Mos, Sev, War, Rum, Bud, ~~StP~~, ~~StP~~ (5). Removes A Bud.

TURKEY: (Au02: A Bul R Con) A Con-Sev, F Bla C A Con-Sev, A Arm S A Con-Sev, F Aeg-Gre.
(Key) Owns: Ank, Con, Smy, Bul (3). Removes A Arm.

BIRSAURON PUPPET DROPS LOAD
Spring 1903

AUSTRIA: A Bur-Gas, F Gre H
(Pitsch?)

ENGLAND: F StP(nc) H, F Swe-Bal, F Edi-Nth, F Liv-Iri, F Wal S F Liv-Iri, A Lon H
(Schlickbernd)

FRANCE: F Mid-Nat, F Eng H, A Hol H, A Bre-Par, A Por S F Spa(sc), F Spa(sc) S F Mar,
(Brooks) F Mar S F Spa(sc)

GERMANY: F Den-Bal, A Kie S FRENCH A Hol-Ruh (nso), A Mun-Sil, A Ber S A Mun-Sil
(Kelly)

ITALY: A Tyr-Boh, A Ven-Tyr, A Pie-Mar, F Wes-Spa(sc), F Iyo S F Wes-Spa(sc), A Ser-Bul,
(Birsan) F Ion S AUSTRIAN F Gre-Aeg (nso)

RUSSIA: F Bal-Ber, A Mos-Liv, A Sil S ITALIAN A Tyr-Boh, A Rum S ITALIAN A Ser-Bul, F
(McIlvaine) Sev-Bla

TURKEY: A Con-Bul, F Bla S A Con-Bul, F Aeg S A Con-Bul
(Key)

KELLEY BECOMES NEW FRENCH KING IN WINTER CEREMONY
Fall/Winter 1903

AUSTRIA: A Gas-Bre, F Gre-Aeg. Owns: Gre, ~~Edi~~ (1). Removes A Gas.
(Pitsch)

ENGLAND: F StP(nc) H, F Swe H, F Wal-Eng, F Nth S F Wal-Eng, A Lon H, F Iri-Liv. Owns:
(Schlickbernd) Edi, Liv, Lon, Nwy, Swe, StP (6). Constant.

FRANCE: A Hol-Ruh, F Eng-Bre, A Par S F Eng-Bre, F Nat-Mid, A Por S F Spa(sc), F Spa(sc)
(Brooks/Kelley) S F Mar, F Mar S F Spa(sc) /a/. Owns: Bre, Par, Bel, Hol, Por, Spa, ~~Mar~~ (6).
Constant.

GERMANY: F Den S ENGLISH F Swe-Bal (nso), A Mun-Sil, A Ber S A Mun-Sil, A Kie S A Ber.
(Kelly) Owns: Ber, Kie, Den, ~~Mar~~ (3). Removes F Den.

ITALY: F Wes-Spa(sc), F Iyo-Mar, A Pie S F Iyo-Mar, A Tyr-Mun, A Boh S A Tyr-Mun, F Ion-
(Birsan) Aeg, A Ser S RUSSIAN A Rum-Bul. Owns: Nap, Rom, Ven, Tun, Tri, Vie, Ser, Mar,
Mun (9). Builds A Ven, F Nap.

RUSSIA: F Bal-Kie, A Liv-Pru, A Sil-Ber (R Gal), A Rum-Bul, F Sev-Bla. Owns: Mos, Sev,
(McIlvaine) War, Rum, Bud, Bul (6). Builds A War.

TURKEY: A Con-Bul, F Bla S A Con-Bul, F Aeg S A Con-Bul. Owns: Ank, Con, Smy (3). Con-
(Key) stant.

and he scampered out with it.

COW-PIE FLATS (VIA LONDON): Carol was flanked by her legions of DWA Valkyries. She had her favorite record playing, a Wagnerian piece.

"Dum dum da da daaa da, dum dum da da daaa da," she hummed sonorously. "What's this?" She instantly recognized one of BirSauron's dancing monkeys as it came in with a bundle. "Ohh, another kiddie for my prinzes to beat up on," she bellowed daintily while jumping up.

"She is to be made a Valkyrie," intoned Carol. A pair of women stepped forward and affixed over-sized breastplates, a horned helmet, and a security blanket to Yvonne BirSauron.

"She is now immune to the viles of Diplomacy--or more so than my sons are, I hope." Her thoughts ran to the God of War, her husband, and his vile machinations. She would need help.

"Get that klutz from that first press release, you know, the so-called wizard." A score

of Valkyries mounted their winged horses and took off.

"Dum dum da da daaaa da, dum dum da da daaa da...."

A QUICK FLASHBACK TO BARELY-DUR-ABLE: "What? sheeze gone? Aaaauggggghhhhh! My own flesh and blade!" gasped the distraught BirSauron upon learning of the escape of his daughter from his foul clutches. "A Demon! A Summoning! Dat's what I'll send dat finky Carol to gets back da kid."

Swiftly, he ran to his conjuring room and set up his apparatus. When all was ready, he chanted one incantation: O Platypus Titanic, Bane of the Olfactory tract, Brenton's Beast, and Greatest Monster of Prezzz, I command youse appear. Sha na na na, Boop Boop be-doop, and a rama-lama ding dong!

BirSauron ran screaming from the room, breaking the doors down in his haste. "Augh! One 'Boop Boop be-doop' too many. I got da

"I'll have to bring in a consulting wizard." His mind raced in its typical eight-minute-mile pace. "I got it! I'll get dat wiz from da foist prezz release. Ta London, beasty!"

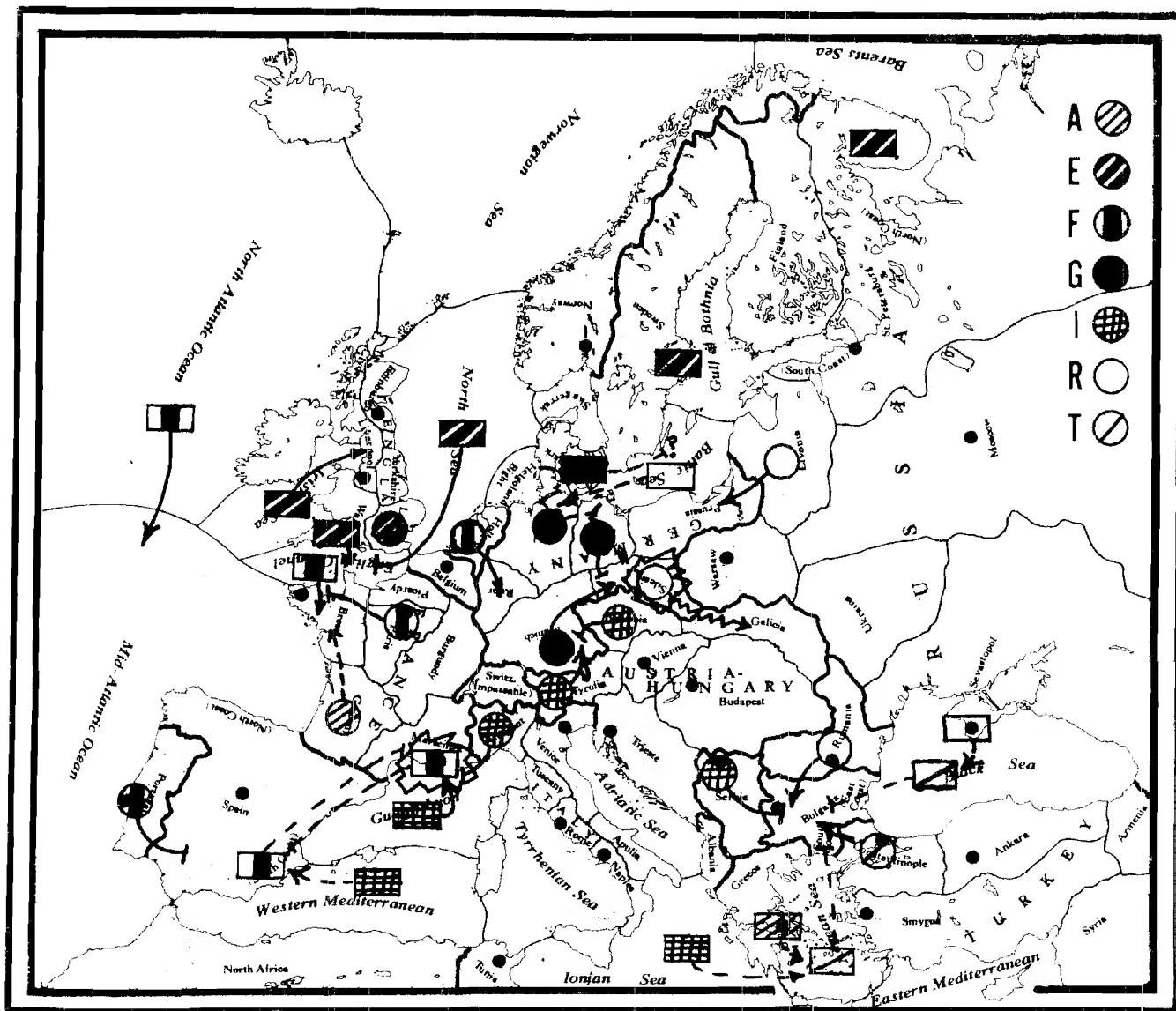
ONE LAST FLASHBACK--TO KIEL, THIS TIME: Bozo and Ronald McDonald had finished placing the last hunburger patty between buns. "Pickles, sauce, lettuce, cheese, on a sesame seed

"But Ronald," guffawed the irrepressible Bozo, "they ain't talking!"

"But where are we going to get one foolish enough to reanimate the Culinary Corps?" quizzed Bozo.

"Why, from the first press release, 'natch."

FALL 1903



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)

ANALYSIS

by Len Lakofka

The Spring of 1901 analysis seems to be very straightforward--Germany has been set up by a Russian-Italian-Austrian alliance while the west, except for Mr. Kelly's blunder into Burgundy, is fairly peaceful. Turkey has made an effort at all-out attack but he seems to have no ally. Someone in the big three alliance has orchestrated this opening. These are all good players and therefore a misdirected opening such as this one had to be created. Who created it?

Italy, of course. This can be told from the simple fact that Italy has the most open game. Italy has no enemies on his borders but everyone else except England does. England is ruled out as the leader because he is too far from the main action. If this is true, then Italy has been instrumental in setting up Germany and Turkey and perhaps even Austria. Austria is so out of position that a stab at this point would break him open. If Austria is really part of this deal, he should have insisted upon A Rom-Apu as part of a Lepanto vs. Turkey. Looking only at the destruction of Germany is an error.

The Fall of 1901 bears out the overall analysis of the spring. Austria was duped all the way; he even was going to support Italy into Munich when he must demand Munich for himself as part of this three-way alliance. France has ignored Germany because he knew A Burgundy had to return home. Russia is also in on the death of Austria but he would have been better served by attacking Germany and breaking him once and for all. Turkey's move to Greece is not the way to get an ally versus Russia! The Sultan is not strong enough to take on Austria and Russia alone and Turkey should know that Greece will surely be protected. Austria's correct move should have been A Boh-Vie, then support himself to Greece. This defense does not save Trieste but it blunts the Italian attack and gives him a chance.

Spring 1902 is a continuation of the control of Italy over the game. Italy has gotten Austria to be his puppet while the only other player with a free game is England. Germany and France still are not talking to each other. The Sultan is playing as if he offended no one in 1901 and loses Bulgaria. Russia is now bearing the brunt of the German wrath. A vendetta that would have had little or no sting if he had attacked Berlin in the Fall of 1901 the way he should have. The gain of Budapest could have been accomplished later--after all, Austria is not going anywhere.

Italy continues to move wherever he wishes. He has now trapped a French piece into defending Marseilles and has moved versus France in exactly the way his 1901 builds decreed. Yet France has ignored the threat and has forgotten about

the set up of 1901--oh, how quickly we forget!

Fall 1902 sees France and Germany finally doing some coordinating. They have let England go free and are trying to ruin the Italian game. Russia is now almost hopelessly stuck in the Balkans while the north crumbles. Note that he is back in Germany again--this is like a see-saw. Italy's game grinds forward. There is now some opposition, but with England completely unchecked, Mr. Birsan can see some light at the end of the tunnel for 1903-04.

Spring 1903 should be the turning point in the game. This is the point where the opposition against Italy and probably England should begin to form up. Instead we see that France and Germany did not get the coordination right again and France is using a portion of his might to attack England without German support, or even Russian support for that matter. Italy is firming up his two fronts with the help of what is beginning to look like a Russian puppet. Austria is not even sending in moves, even though his pieces could affect the game. That should be the end of Mr. Pitsch. Turkey is caught in the box and he can only open for good defense--offense is closed to him. Meanwhile, Russia and Germany continue to fight it out in the middle of the board--remember that it is Italy and England who have the best game.

Fall 1903 shows the loyal offense collapse after one short ill-fated season. France has backed off England, Germany got stabbed in the belly and the French south is successfully raided. France could have stopped this fiasco long ago by making up his mind whom he was going to attack and then sticking to it. Both the German and French pieces seem to be moving back and forth with no direction. Vascillation is the worst thing that can be done in a Diplomacy game. Steve has seen this and resigned, not wanting to take credit for any more loss of French pieces. There still is hope for an anti-Italian game but then England grows. The others are caught between the proverbial rock and hard place. If Russia remains a puppet, then the minor powers will likely not live to see 1905-06.

This game has been marked by a lack of sound tactics, so there is not much point in trying to analyze them. The game is a strategic/Diplomatic one--we have not gotten down to the tactical level at this point in the game.

The Quartermaster

A WARGAME MINIATURE PAINTING SERVICE

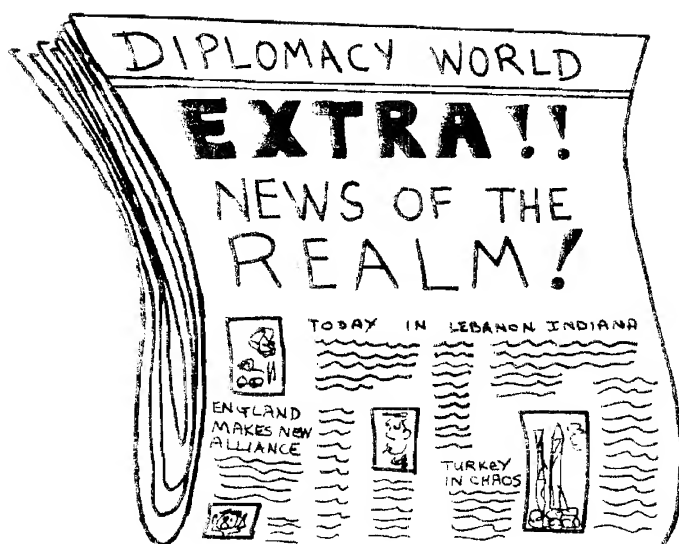
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1. **BOARDMAN NUMBER CUSTODIANS.** Doug and Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) should be contacted by new pubbers to get Boardman Numbers for their new regular games. To finance the Numbers, starting November 1, 1976, a fee of \$1 per game will be mandatory. This will entitle your game to be rated.

2. **EVERYTHING.** John Weswig (2115 NW Elder St., Corvallis, OR 97330) publishes the hobby's game statistics zine which is edited by Doug Beyerlein. Available from John at 10/\$4, **EVERYTHING #28** had a fascinating game records section by Russell Fox showing the most prolific players and publishers. Guinness, take note!

3. **IDA NOVICE PROJECT.** Cepheids is IDA's free novice zine now published by Robert Correll (44 Rawlinson Ave., Toronto, Ont. M4P 2M9) and Alan Rowland (College Station, Box 2173, Easton, PA 18042). All novices should get a copy.

4. **CALHAMER AWARDS.** The following results of the 1974-76 Calhamer Awards (there were no separate awards last year) were announced at DIPCON IX by Ray Heuer. Voting on the IDA Panel were Ray Heuer and Edi Birsan, representing the US; Cal White, representing Canada; and Richard Walkerdine, representing Britain. The awards;

Outstanding "Non-Technical" Article: "Rocamora Captures Hazelrigg," Gil Neiger & Scott Rosenberg, **DIPLOMACY WORLD II**, 3

Outstanding "Technical" Article: "The Tunisian Opening," Robert Lipton, Mixumaxu Gazette #40

Outstanding Established Zine: Runestone, Leeder John McCallum Meritorious Service Award: John Boardman (inventing postal Diplomacy)

Outstanding Single Contribution to the Hobby: John Leeder (IDA Ombudsman)

Outstanding Press Release: all press in Slobin-polit Zhurnal

British Regional Panel

Outstanding New Zine: Chimaera, Clive Booth

Outstanding Player: Tony Ball

Outstanding Variant: Atlantica, Fred Davis

Canadian Regional Panel

Outstanding New Zine: Paroxysm, Robert Correll

Outstanding Player: Blair Cusack

Outstanding Variant: Napoleon's Europe

US Regional Panel

Outstanding New Zine: Stab, Charles Spiegel

Outstanding Player: Michael Rocamora

Outstanding Variant: Excommunication!, Costikyan

5. **NATIONAL DIPLOMACY TOURNAMENT.** The 2-round tournament at DIPCON IX was a great success (the first round had a record 20 boards) and the final standings and tournament points as tabulated by Edi Birsan and Mike Rocamora are as follows (first three boards):

1	Thomas Reape	56	11-14	D. Beyerlein	46
2	Bill Stone	55	11-14	Fred Brenner	46
3	S. Hokanson	51½	11-14	Tom Yerkey	46
4-6	C. Matthews	49	15	C. Spiegel	45
4-6	Dennis Agosta	49	16	Walter Blank	44
4-6	R. Kovalcik	49	17	Matt Roswarm	43½
7-8	Richard Maltz	48	18	F. McIlvaine	41½
7-8	Don Ditter	48	19-20	D. Mathias	41
9-10	Ron Killeen	47	19-20	M. Perfit	41
9-10	Bob Sergeant	47	21-22	John Stevens	39½
11-14	R. Copeland	46	21-22	Robert Deemie	39½



STARLORD: an interstellar game of the future. This is a grand-tactical space game for two or more players. Build a space fleet and then conquer the galaxy. Twenty different classes of ships to choose from, ranging from "cutter" to "starbase." Play face to face or by mail. Highly rated in S&T magazine. Game with maps & charts for 4 players--\$5. Game with extra maps & charts for 4 additional players --\$7.50. Postpaid.

IMPERIALISM: a game of fleet & armies, of colonization and exploration, of pirates, storms, and sudden changes of fortune. Simulates the age of sail when heroes discovered new worlds and exploited them for the benefit of the homeland. For 3 to 8 players, this game is one you can probably get your non-war-gaming friends to play. Received a good review from Sid Sackson in S&T #46. Includes a plastic-laminated board, die-cut counters, and a die. \$9.50 postpaid.

Flying Buffalo Inc. provides moderating services for other multi-player play-by-mail games. Six different games available, hundreds of opponents. Write for more details. Box 1467, Scottsdale, AZ 85252.



6. IDA HANDBOOKS. Both the 1974 and 1975 Player Handbooks and the Publishers Handbook are now available from Len Lakofka (644 Briar Pl., Chicago, IL 60657) at \$3 (\$2 to IDA members), \$2.50 (\$2 to IDA members) and \$2.50 (\$2 to IDA members) respectively. All outstanding, and as you can see, if you buy all three, you effectively get a free IDA membership.

7. IDA EVALUATION COMMITTEE. Roger Oliver (Box 452, Denville, NJ 07834) now heads this project. The goal is to let players know which GMS objectively meet given standards of "acceptability." Send Roger a SASE for details.

8. ORPHANS GAMES PROJECT. Raymond Heuer (102-42 Jamaica Ave., Richmond Hill, NY 11418) is handling both regular and variant orphan projects in North America. Information on orphaned games, and offers to take over orphaned games are equally welcome. SASE's appreciated.

9. MILLER NUMBER CUSTODIAN. Robert Sacks (4861 Broadway, 5-V, New York, NY 10034) should be contacted to get Miller Numbers for variant games, announce game openings, report game results, and publicize new variants. This material is published quarterly in Lord of Hosts.

10. VARIANT PLAYTESTING SERVICE. Ferkin Doyle (639 Bainbridge St., Philadelphia, PA 19147) is the Coordinator of this newly organized project. Variants will be evaluated and, where appropriate, certified to the Diplomacy Variant Commission as playable for variant insurance purposes.

11. DIPLOMACY WORLD T-SHIRTS. As pictured in the GENERAL XIII, 2, these T-shirts (patterned after the cover of DIPLOMACY WORLD #12) can be purchased from Nina Pawlak (523 Clifton St., Alexandria, VA 22312) at \$4.00 apiece. Buy one and plug DW!

12. GAMESMASTERS PUBLISHERS ASSOCIATION. Elmer Hinton (20 Almont St., Nashua, NH 03060) is attempting to start a new organization that would provide most of the current hobby-wide services all under one roof. This is a very ambitious project. You should write him for details.

13. THE MASTER MACHIAVELLIAN, edited by Michael Homeier (238 N. Bowling Green Way, Los Angeles, CA 90049) is opening wargames, including Kingmaker, in addition to Diplomacy. TMM just celebrated its 2nd anniversary. Subs are 10/\$2.50.

14. BATTLEPLAN. Peter Dale (3577 Derry Rd. E, #809, Mississauga, Ont. L4T 1B3) has just started this monthly half Dippy/half wargaming zine. Subs only \$3/year with a \$3 gamefee (\$1 refundable deposit).

15. REBUS SIC STANTIBUS. Drew McGee (65 Winter Ave., Staten Island, NY 10301) pubs this very attractive new monthly gamezine. Subs are \$4 per year with players getting a \$1 discount. That is a deal hard to beat!

16. JJP. Will McCullam (Fairmount Rd.,

WANTED TO BUY OR BORROW

The following zines are missing from the Archives. British zines are listed below separately since I'm having more difficulty acquiring them. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the Archives virtually complete.

Adanack 8; Aerlion 1, 3; Angbad 1-4; Attention 1, 46-47; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Barfy Blue 2; Barad-dur 1.5, 40.5; Bolverk 1, 3, 6; Brainwave 16; Brunus Edwardi 21; Buffalo Diplomacy 106; Bulletin 2; Calcutta Chronicle I, 1-2; Carmilla I, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; Council Courier 76.1-.6; The Demons Home 1-2; Don't Knock the Rock 20; Due Process 10; Dune 80, 82; Eureka Stockade 9; Evening's Empire 10-12; The Exponent 1, 5; Fallovia 1; Fearful Symmetry 1-2; Flash 1; Foreign Office Report 18; Fredonia 24-25; The Gaming Record "I," "II," III, 1, 3-5; The Greek-ly Weekly VIII, IX; IDA Games Info Bulletin 1; If I, 2; I'm God 2; Infamous 2; Janus 22; Johnus 1, 9; Lebanon Gazette 33-35; Liberterrean 52; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Mes-kin Memos 7-12; Mini Rigot 1; Mixumaxu Gazette 50; Moeshoeshoe 100, 117; Moravian Gazette 2; Mush 8; Mutant I, 1-3; Narsil 7; Nurse Shivosk 1-3; New York Knife 2; Norstrilla Notes 25, 27; Phrederick the Great 7; Predawn Leftist 16; Polaska I, 5, 8; Pragmatic Sanction (all); Rane Gyrine 7; The Rigot 24-28, 44; Rohan 1-2; Ruritania 8, 33; Scrambled Eggs 15-18; Skull & Crossbones 2-3, 5, 8; Spald Jr. I, 2; Supernova 23-24; Tau Ceti I, 1, 12; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; US Dollars 5, 9; Voice of the North 26; Vortigern 16; Warmonger 3-4; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III-1.

Ad Nauseam 13-14; Albatross (all); Comet 20-29; Court Circular -1, 0, 1, 2, 3-5, 10, 13; Depth Charge 10-11, 17, 19; Dolchstoss 1-2, 4; E&OE 1-6; Eclipsor (all); Fifth Column 27, 31-32; Filibuster 1-11; Fortis Est Rana 1-13; Frigate 24-25; The Gods Themselves 1; Gummiballs II, 1; Hannibal 17, 19-24; Hyperion 2 on; Japhidrew 5; Jigsaw 1-3, 12; Lemming Express 2-3, 17; Misteimer 1-2, 5-6; The Norns 13, 15; OJ 12-13; Our 'Enry 11, 13; Pendulum 6, 8-41; Polaris 3, 15-17; Retief 12; Shelob's Lair 3-5, 11, 13; TTFEF 1; Tarkus 7 on; This Is It (all); TUCA 0, 2-6; Ummagumma 2, 4, 7; Uriah's Heap 5; War Bulletin 61-65; Your Albert 1, 3-5; XL 14.

Newbury, OH 44065) has started this combination Kingmaker/Diplomacy zine. Subs are \$4 per year with one gamefee included. Additional games

are available at \$2.00 each.

17. DIPLOMACY BOARDS. Avalon Hill (4517 Harford Rd., Baltimore, MD 21214) has a limited number of the old-style Diplomacy boards left. They are available for \$5 apiece, including postage while they last. Collectors take note.

18. IMPASSABLE. John Boyer (117 Garland Dr., Carlisle, PA 17013) puts out probably the best gamezine in the hobby. He has a super deluxe mimeo machine and has recently gone to center stapling. Subs only 10/\$2.00.

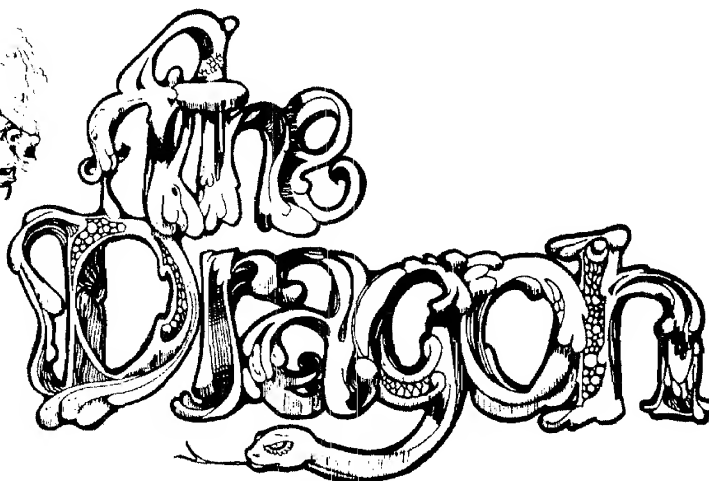
19. MIXUMAXU GAZETTE. Robert Lipton (556 Green Place, Woodmere, NY 11598) is known for pubbing the wittiest zine in the hobby. Also, for you D&D fans, a special D&D issue will be out soon. Subs are 10¢/issue + postage.

20. RUNESTONE. John Leeder (208 Haysboro Cr. SW, Calgary, Alta. T2V 3G3) is currently running an interesting statistical review of zines. It really lets you know what you are paying for. Subs are 1¢/page + postage. Why not send John a sub deposit and get the scoop?



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 29 September 1976. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. Rod Walker, 1273 Crest Drive, Encinitas, California 92024 (10 $\frac{1}{4}$ yrs.)*
2. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (7 $\frac{1}{4}$ yrs.)
3. Herb Barents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464 (5 yrs.)
4. Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521 (4 yrs.)
5. Don Horton, 16 Jordan Court, Sacramento, California 95826 (3 $\frac{1}{2}$ yrs.)
6. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (2 $\frac{1}{2}$ yrs.)
7. Douglas Reif, 67 Grosvenor Road, Kenmore, New York 14223 (2 $\frac{1}{2}$ yrs.)
8. Richard Loomis (Flying Buffalo, Inc.), Box 1467, Scottsdale, AZ 85252 (2 $\frac{1}{4}$ yrs.)
9. Gil Neiger, Box 4293, Brown University, Providence, Rhode Island 02912 (2 $\frac{1}{4}$ yrs.)
10. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (2 $\frac{1}{4}$ yrs.)
11. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (2 yrs.)
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NEW GAMES AND THINGS

STARSHIP TROOPERS

2156 A.D. . . . and mankind comes face to face with an incredible, implacable enemy: the intelligent hive-spiders of Klendathu—the Bugs! Earth cities go up in smoke, and from Earth to Klendathu the battles rage, Bug warriors against the Starship Troopers!

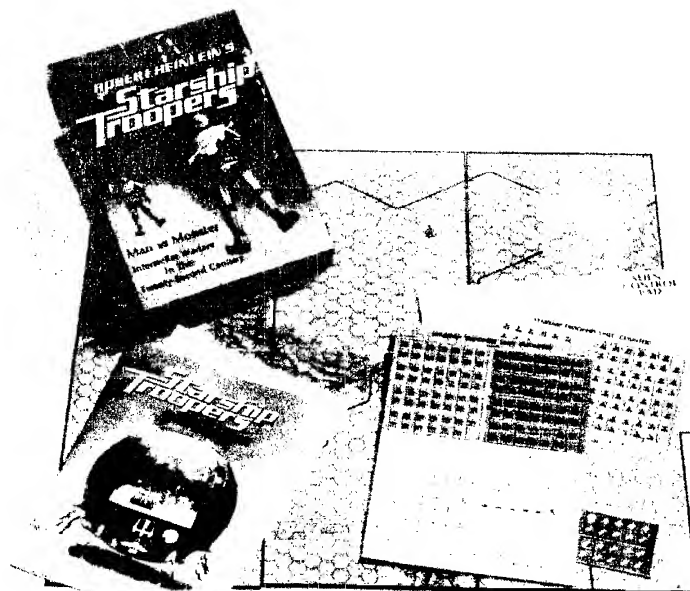
This is the scene for Robert Heinlein's *Starship Troopers*, one of the all-time classics of Science Fiction—and now Avalon Hill has based a game on this classic story of conquest on alien worlds. The Starship Troopers strike from space with telepathic "Special Talents," nuclear weapons and power-suited soldiers against the subterranean hives and machines of the Bugs in Robert Heinlein's *STARSHIP TROOPERS*.

STARSHIP TROOPERS recaptures the spirit and flair of the book, with each scenario recreating one of the battles that dot the way to the final climax—the invasion of Klendathu. All of the battles of the book are here, along with more battles that are only mentioned in the book—Raid on the Skinnies, Operation Bug-house, Sheol, Operation Royalty, and the Invasion of Klendathu, among others. The game uses programmed instruction to add weaponry and rules as the player moves from game to game—the Bugs appear, moving in their underground passages and suddenly erupting onto the surface to blast the human Mobile Infantry away, while the Mobile Infantry counter with increasing numbers of special weapons—spider gas, nuclear weapons, engineer teams with special demolitions, and better weaponry for the Mobile Infantry troopers themselves—and "Special Talents", humans with special ESP powers to seek and find the Bug colonies.

The unit counters represent individual Mobile Infantry troopers and small groups of Bugs, Skinnies (another alien race), and human engineers. Special weapons and technology are represented—heavy beam weapons, mobile missile launchers, sensors and retrieval boats are among the counters that must be dealt with. There are rules for gas attacks, radiation, underground tunnelling and extra-sensory perception. Victory Conditions change from scenario to scenario, varying with the orders given to the Starship Troopers—raid the wavering enemy Skinnies, or make a beachhead on a Bug world.

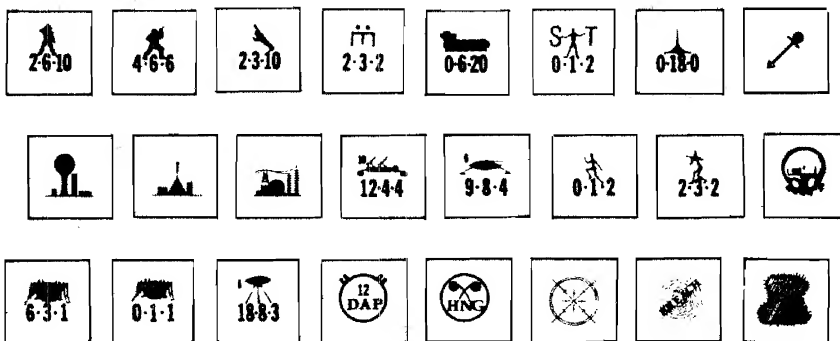
"Realistic" might not be the right word to use in describing a Science Fiction book and game, but *STARSHIP TROOPERS* has been carefully designed to recreate the scope and "feel" of the book. The colorful and picturesque counters and mapboard are dramatic and pleasing to look at, and the rules have been designed to recapture the dramatic actions described in the book, whether landing from space or moving through the underground tunnels. In addition, the game extends and fills out the details of the conflict, adding weaponry and battles that are only hinted at in the book.

STARSHIP TROOPERS is a new direction in boardgames—a game that is a simulation and an extension of a popular science fiction novel. In the midst of the rising national interest in science fiction and science fiction games, it has been carefully designed for the enjoyment of both science fiction fans and gamers—and it should be especially enjoyable to everyone who has read and enjoyed Robert Heinlein's classic *STARSHIP TROOPERS*.



Finally, the rulebook has been filled with diagrams and illustrations and photographs, full of information and showing the nature of the units in the game. Have you ever seen a Bug Brain, or the layout of the Starship *Rodger Young*? All are here, as described in the book.

Heinlein, voted the first "Grand Master" of Science Fiction, has done more than just lend his name to the game. After authenticating the work he wrote the introduction which adorns the game box itself. *STARSHIP TROOPERS* sells for \$10 plus the usual postage charges. Maryland residents add 4% state sales tax.



COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1 1/2" x 2 1/8" compartments 3/16" deep which will accommodate up to 400 unit counters and 4 dice.

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trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 4% state sales tax.

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